

**Partnering Outside the
Box**

**Digital and Artificial
Intelligence Integrated Tools to
Support Higher Education
Students with Dyslexia**

ToT: Training of Trainers

Enrique Yeguas, PhDc

Pilar Aparicio, PhD

Sara Pinzi, PhD



Co-funded by the
Erasmus+ Programme
of the European Union

This project has been funded with support of the European Commission. This publication reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



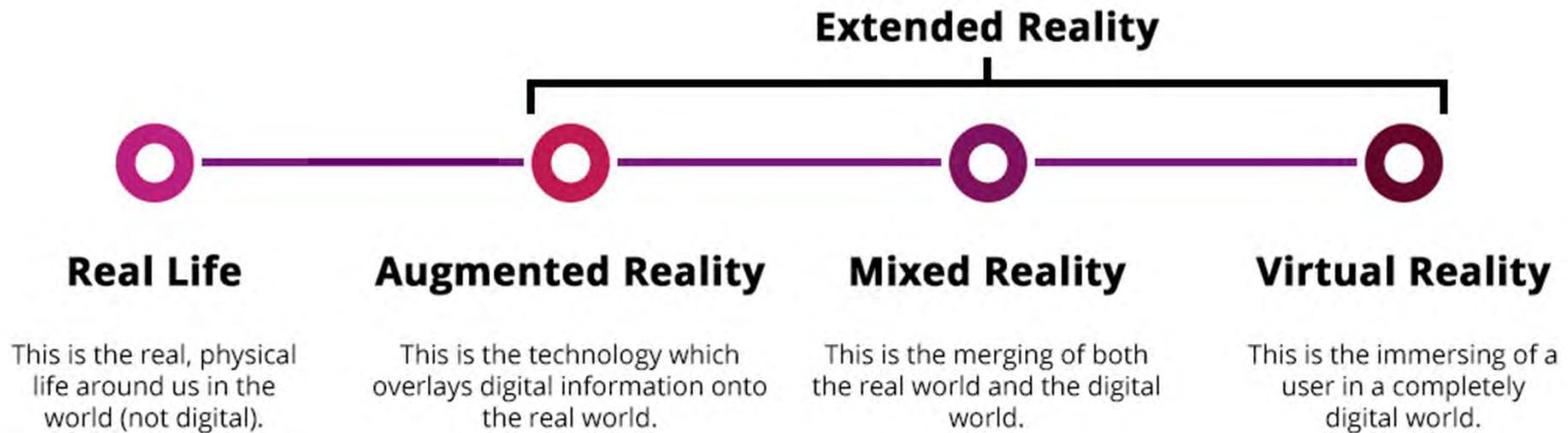
Module I

Familiarization VR

Contents:

- VR Concepts
- Oculus (Meta) Quest 2
- Quest Setup
- Home environment
- VR Tips
- VR Apps Test & Analysis

From Real Life to Virtual Reality



Mixed Reality Continuum



[Milgram and Kishino 1994]



Virtual Reality VR



Mixed Reality MR



Augmented Reality AR

History of Virtual Reality



Wearable head-mounted display with wide field-of-view LEEP optics, created by McGreevy and Humphries.

Circa 1985

Definition



Co-funded by the
Erasmus+ Programme
of the European Union



virtual reality

noun

Simple Definition of VIRTUAL REALITY

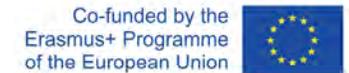
: an artificial world that consists of images and sounds created by a computer and that is affected by the actions of a person who is experiencing it

Source: Merriam-Webster's Learner's Dictionary

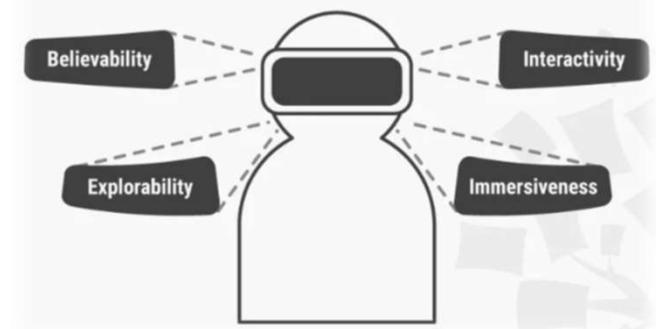


Other definitions

- Electronic simulations of environments experienced via head mounted eye goggles and wired clothing enabling the end user to interact in realistic three-dimensional situations. (Coates, 1992)
- An alternate world filled with computer-generated images that respond to human movements. (Greenbaum, 1992)

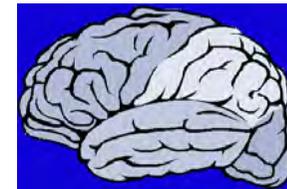


4 Focus Points When Designing for VR



Virtual Reality Goal

- Take human senses (interfaces)
 - Visual
 - Audial
 - Haptic/Tactile
 - Scent
 - Taste
 - Neural
- Replace with computer generated data
 - Dynamics, visuals, AI, networking
 - Basically everything in science...!
- Create sense of immersion



Co-funded by the
Erasmus+ Programme
of the European Union



Elements of Virtual Reality

- Virtual Environment
- Immersion
- Interactivity
- Participants
- Creators



Co-funded by the
Erasmus+ Programme
of the European Union



Categories of VR

• Desktop VR

- 3D world shown on monitor, mouse and keyboard input to interact.
- Low cost, standard PC.
- Games, Simulators.

• Augmented Reality

- A seamless mix between real world and Computer Graphics (CG) as well as sound.

• Telepresence

- The use of various technologies to produce the effect of placing the user in another location.

• Immersive VR

- Using other display technologies (helmets, walls, ...)
- User tracked in some sense.



Co-funded by the
Erasmus+ Programme
of the European Union



Immersive VR

- Head mounted displays, gloves or controllers.
- Separation from the real world.

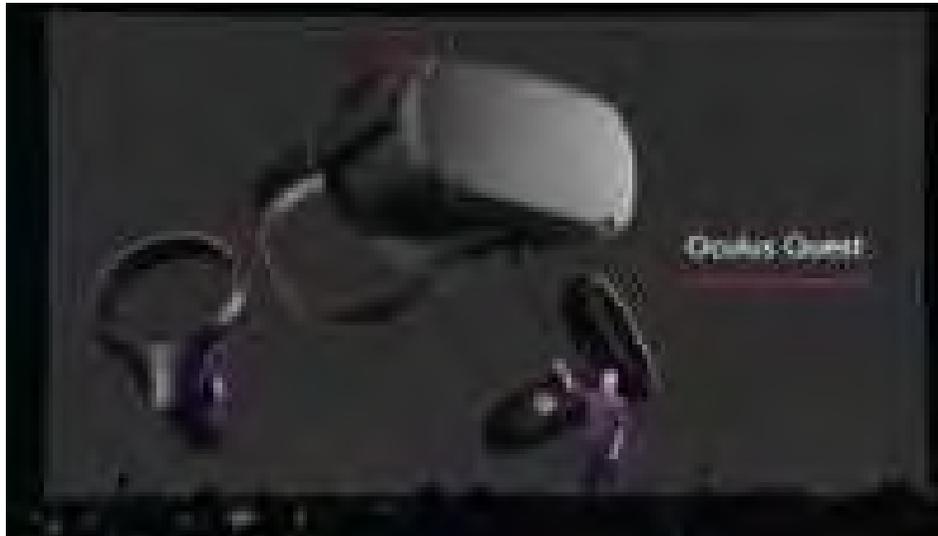
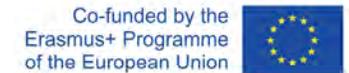


Co-funded by the
Erasmus+ Programme
of the European Union



Immersive VR: Oculus Quest

- Standalone all-in-one VR system.
- Hand presence. Touch controllers.
- 6 degrees of freedom.
- Inside-out tracking.
- Built-in audio.



Oculus Quest 2: Unboxing



Co-funded by the
Erasmus+ Programme
of the European Union



WHAT'S
INCLUDED



VR
Headset



Two Touch
Controllers



Two AA
Batteries



Silicone
Cover



Glasses
Spacer



1m



Charging
Cable



Power
Adapter



Oculus Quest 2: Headset

- **Mass:** 503 g.
- **Display panel:** LCD.
- **Resolution:** 1.920 x 1.832 per eye
- **Refresh rate:** 90-120 Hz.
- **Storage:** 64, 128, 256 GB.
- **Memory:** 6 GB.
- **System on a chip:** Snapdragon XR2.
- **Graphics:** Adreno 650.
- **Operating system:** Android-based.



Co-funded by the
Erasmus+ Programme
of the European Union



Oculus Quest 2: Headset



Co-funded by the
Erasmus+ Programme
of the European Union



Power button

Charging indicator

Built-in cameras

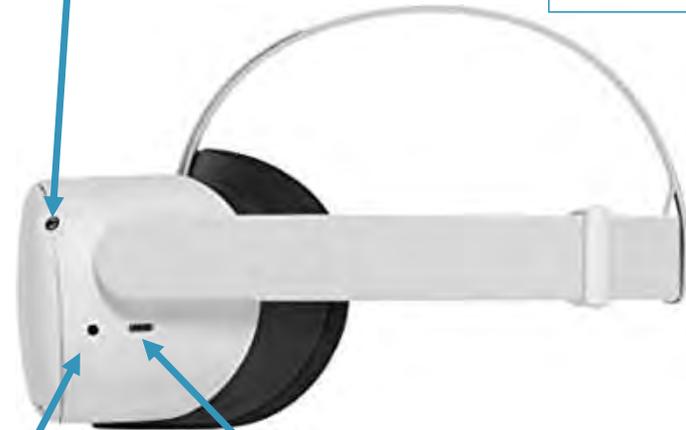
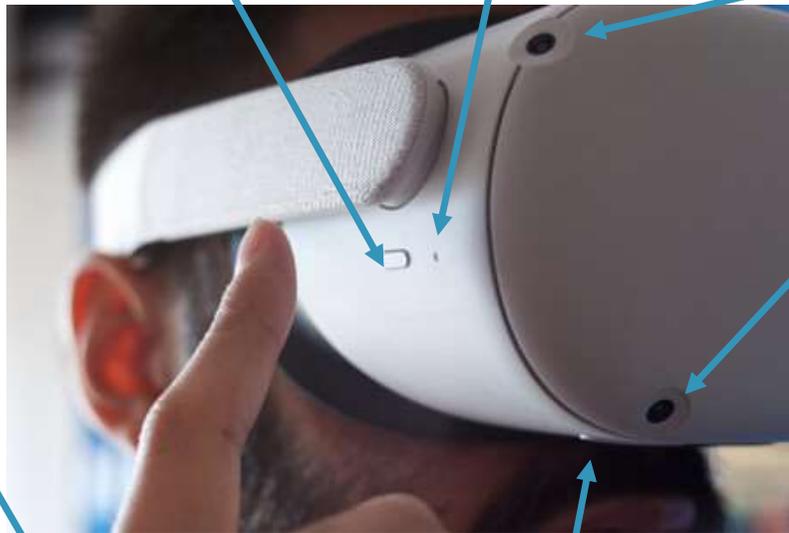
Head strap

Mics

3.5mm audio port

USB-C port

Volume buttons
+ / -



OQ 2: Touch Controllers



Co-funded by the Erasmus+ Programme of the European Union 

Left



Right



- 1. Thumbsticks
- 2. Menu button
- 3. Oculus button

- 4. Battery covers
- 5. Grip buttons
- 6. Triggers



WRIST STRAPS

Oculus Touch Left Hand Controller

Oculus Touch Right Hand Controller



Oculus Quest 2: Lights

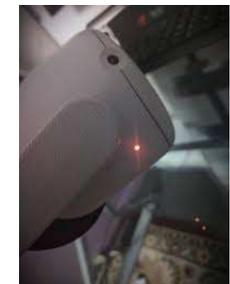


Headset

Color	State	Indication
White	Solid	Screen is on
White	Blinking	Rebooting or turning on
Purple	Blinking	Performing factory reset

Headset is plugged in (charging)

Color	State	Indication
Green	Solid	Battery is charged
Orange	Solid	Battery is charging
Red	Solid	Battery is low
No light	None	Battery is not charging



Controllers

Color	State	Indication
White	Solid	Controllers are on
White	Blinking	Controllers are in pairing mode



Oculus Quest 2: Accesories



Co-funded by the
Erasmus+ Programme
of the European Union



Oculus Quest 2 VR

Oculus Quest 2 Eye Mask Pad

Prevent Sweat Silicone Cover



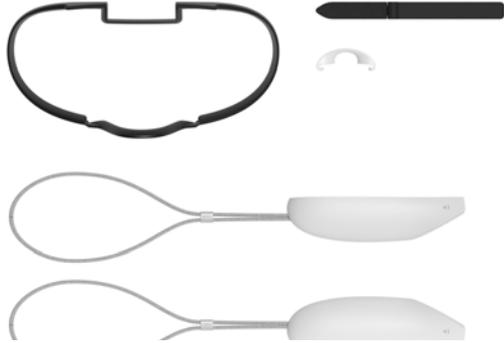
Quest 2 Elite Strap



Oculus Link Cable



Quest 2 Fit Pack

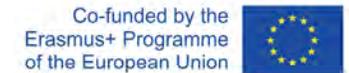


Quest 2 Elite Strap
With Battery and Carrying Case



Oculus Quest 2: Setup

- Facebook account required.
 - Recommended: one account per device.
- Install the Oculus app in your phone.
- Enable Bluetooth and Wifi.
- Start Facebook with your account.
- Start Oculus and login with your Facebook account.
- Continue with your headset where most of the setup procedure will take place.

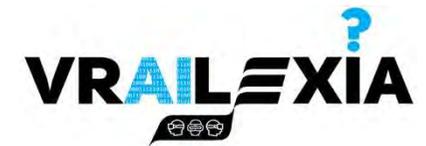


Oculus Quest 2: Setup

- Remove previously the battery tabs from controllers.
- Adjust the head strap (feel comfortable)
 - Two plastic toggles at the back.
 - Tighten the strap over the top.
- Begin the setup process (headset).
 - Press and hold the power button for 2 s.
- Touch controllers should pair automatically.
 - Use controllers as pointers.
 - Use triggers as selectors.



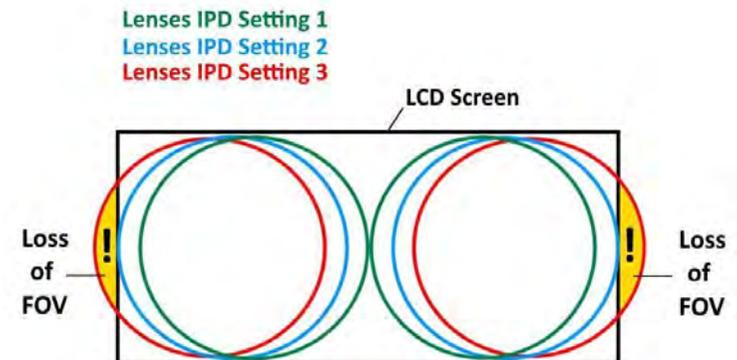
Inside the headset: Setup



Co-funded by the
Erasmus+ Programme
of the European Union 



- Preferred language.
- Setup your IPD (interpupillary distance).
 - Move manually the lenses.
- Wifi setup (password).



Inside the headset: Setup



Co-funded by the
Erasmus+ Programme
of the European Union 



- View the safety video:
 - Indoor use only.
 - Ensure your play space is clear of obstructions.
 - Set a guardian boundary.
 - Comfort settings: **Comfortable**, **Moderate** & **Intense**.
- Initial update: headset & controllers (~5min).

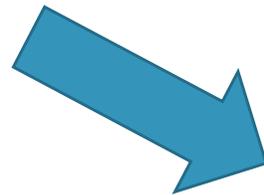
Pair headset to mobile app



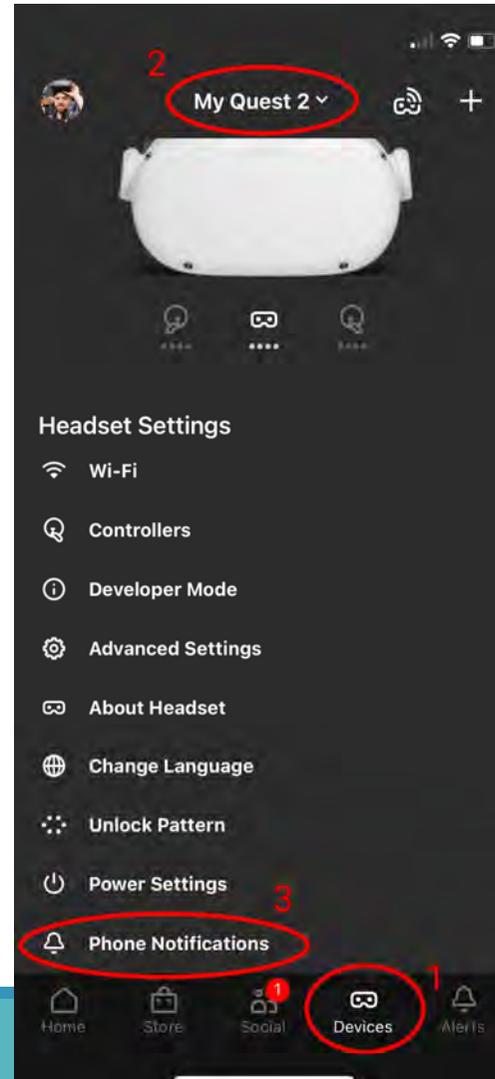
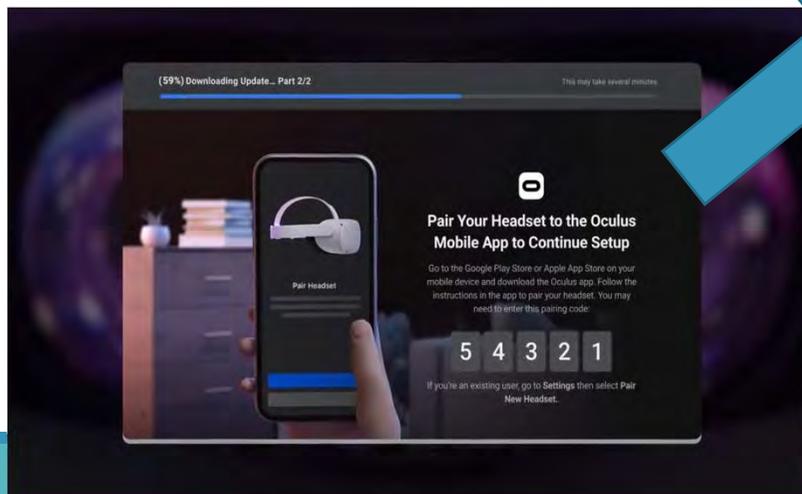
Co-funded by the
Erasmus+ Programme
of the European Union 



AUTOMATICALLY



MANUALLY



Guardian boundary system



Co-funded by the
Erasmus+ Programme
of the European Union



- Guardian boundary detected only if you are inside after having defined.

Guardian boundary system

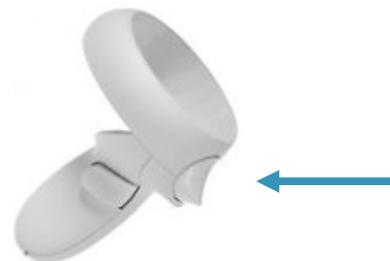
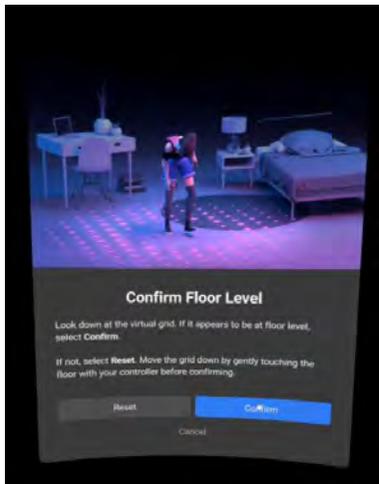


Co-funded by the
Erasmus+ Programme
of the European Union



- Designed to notify you the edges of your play space when you are in VR to prevent you from bumping into walls or furniture.

1. Set your floor level by lowering the controller to the floor. Confirm by pressing the trigger.



Guardian boundary system



Co-funded by the
Erasmus+ Programme
of the European Union



2. Draw the boundary outline of your play space using the pass-through mode.

Augmented reality:

Black and white
the
real world.



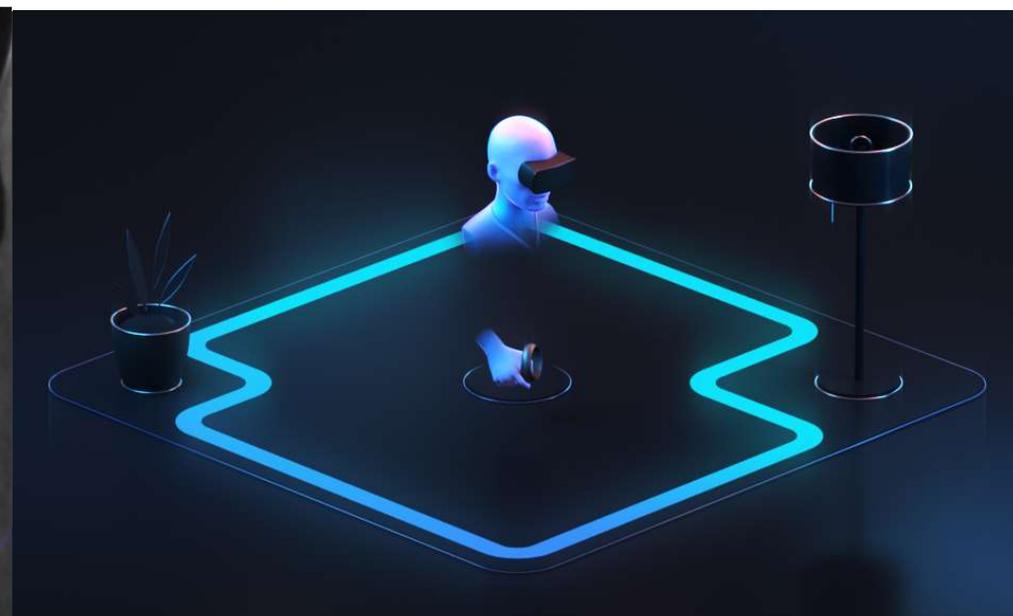
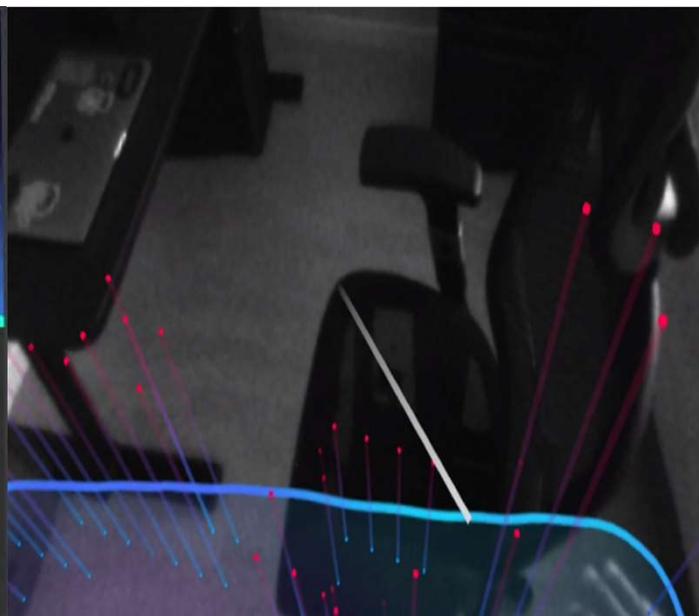
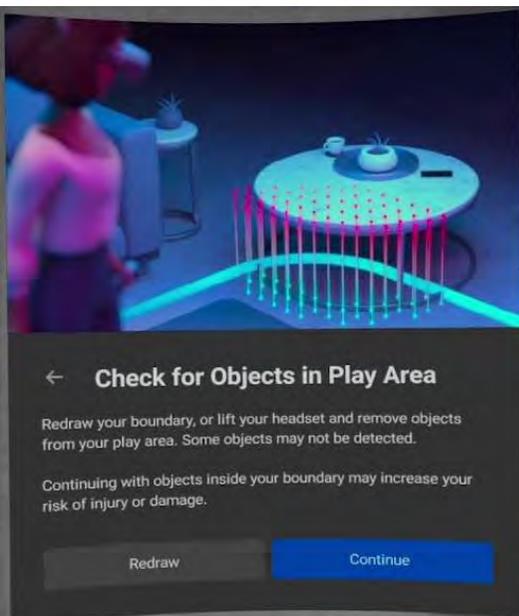
Guardian boundary system



Co-funded by the
Erasmus+ Programme
of the European Union 

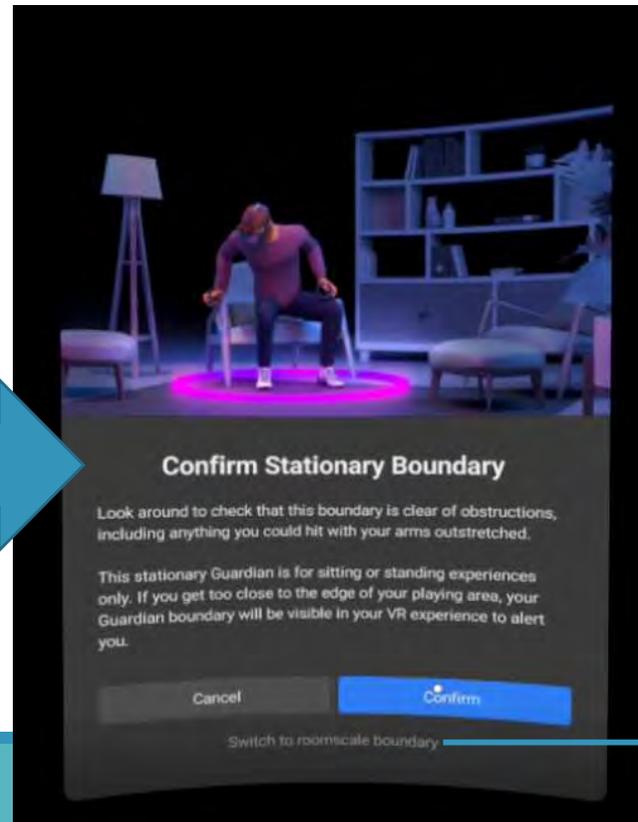
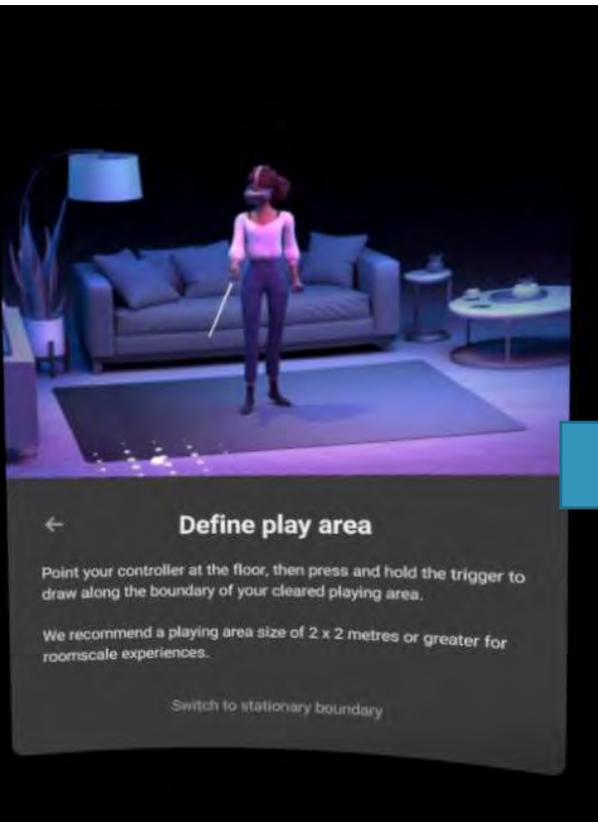


3. When you need to use again the play area, you may encounter some objects in it: redefine or redraw.



Stationary guardian system

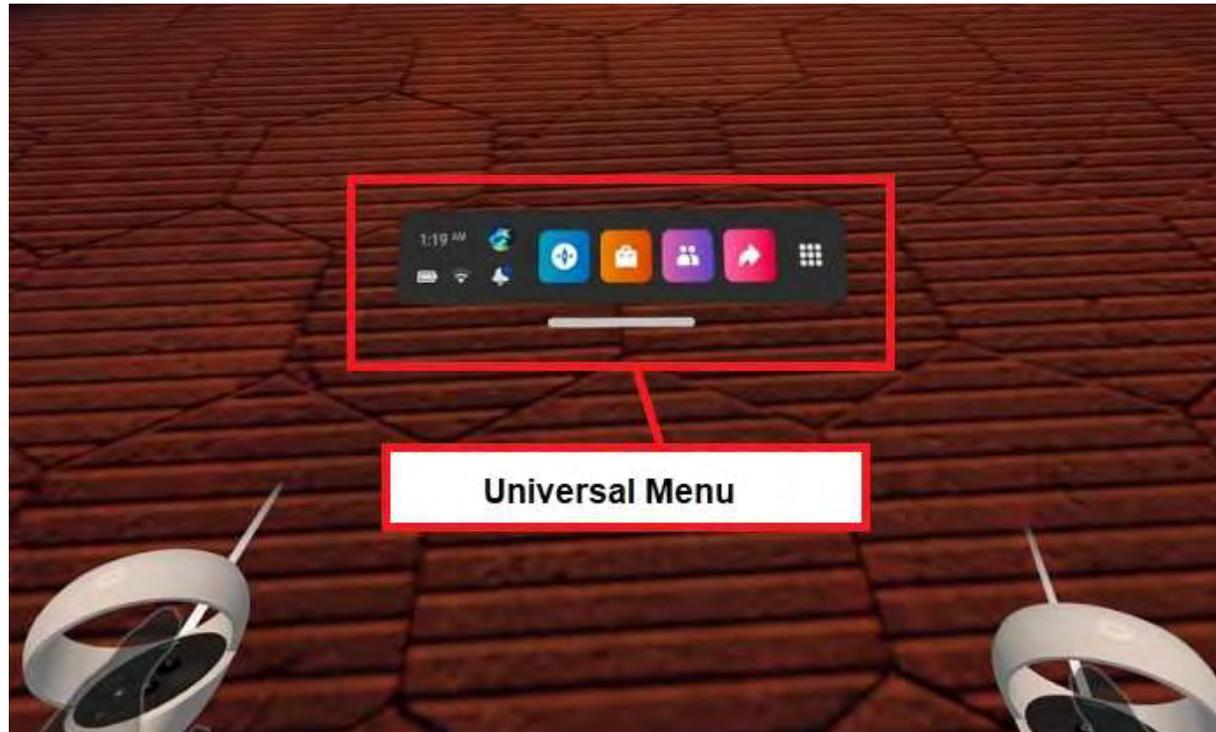
You can switch to stationary boundary when you need to define your play area.



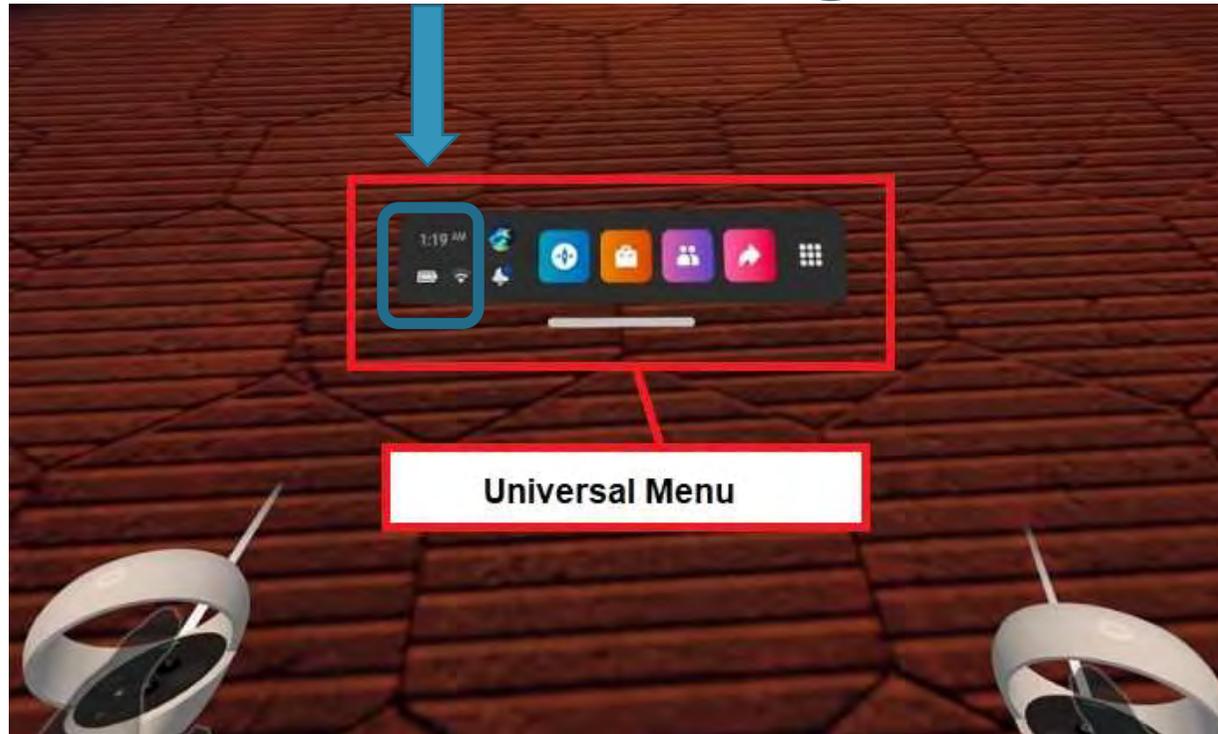
You can switch again
to roomscale boundary.



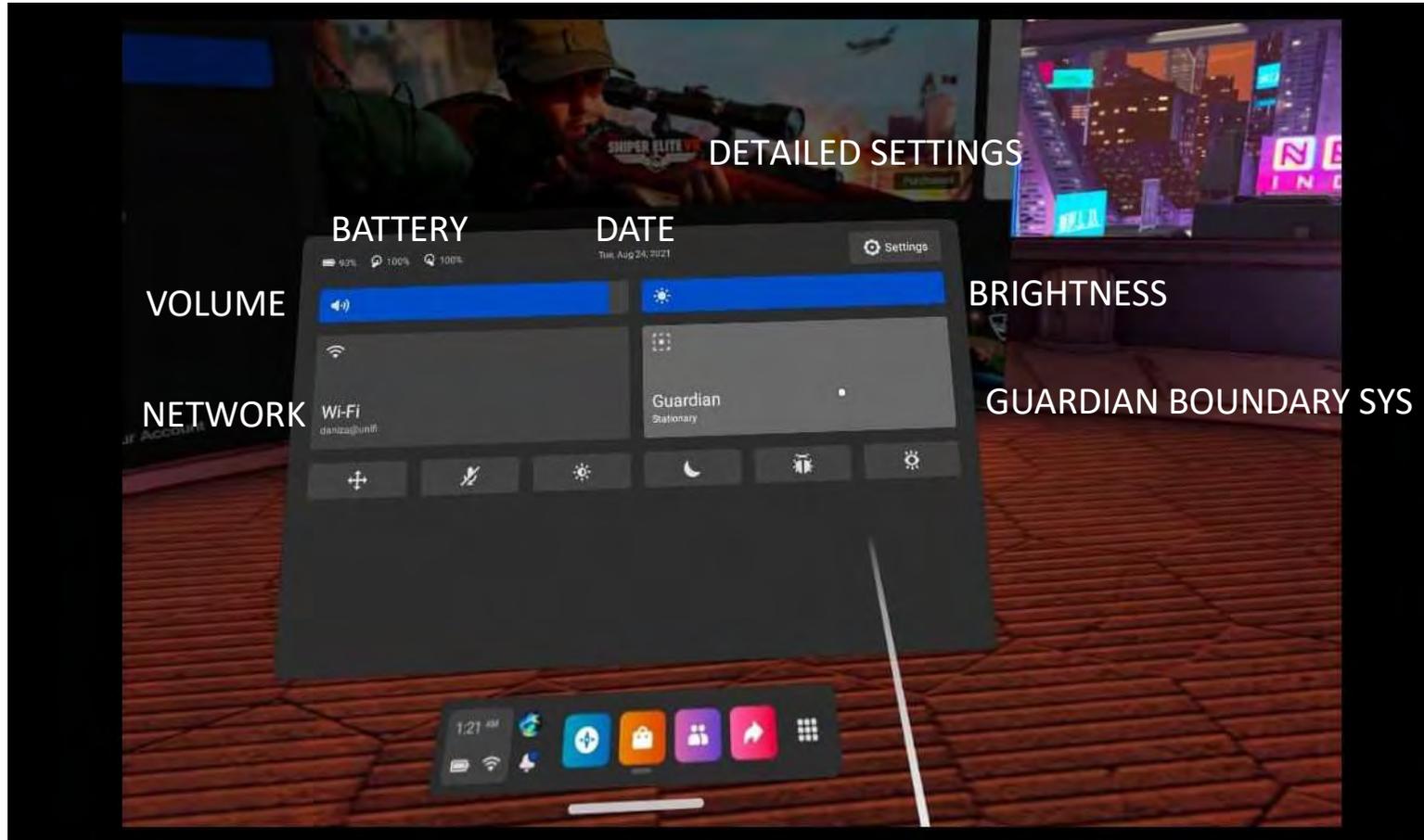
Universal Menu



Quick Settings



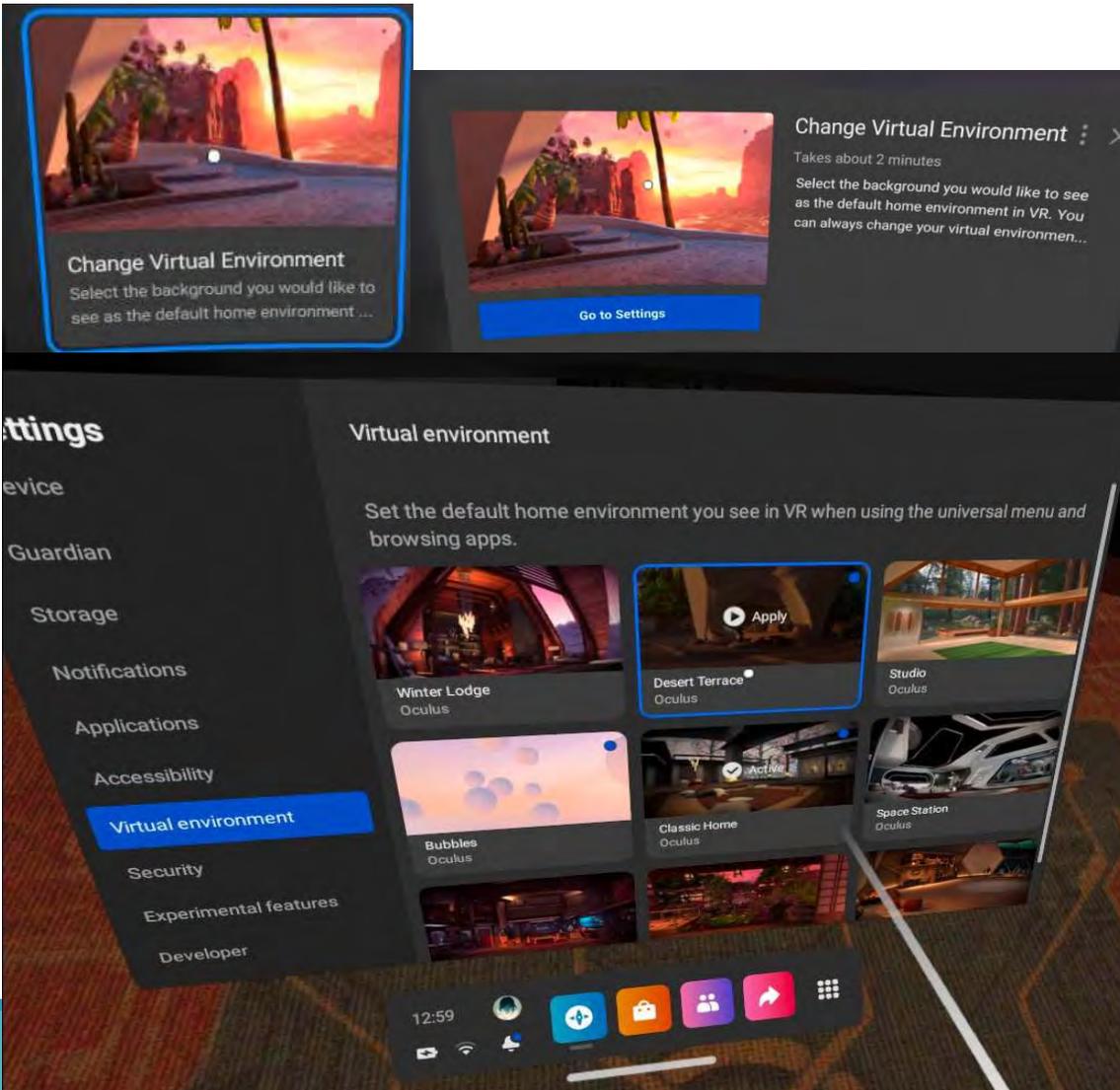
Quick Settings



Home environment: Essentials



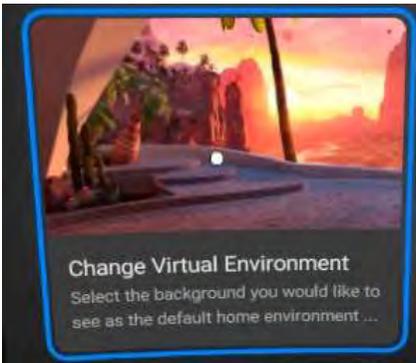
Essentials: Virtual Environment



Essentials: Virtual Environment



PRESS THE OCULUS BUTTON TO HIDE THE MENU AND ENJOY YOUR ENVIRONMENT!



Essentials: Friends



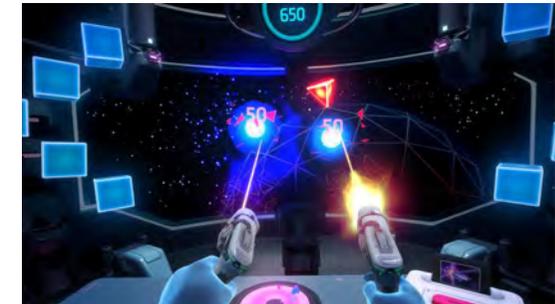
Essentials: Tutorials



Essentials: Tutorials



- Get familiar with:
 - Guardian system.
 - Touch controllers.
- Virtual hands:
 - Make a fist.
 - Point.
- Actions:
 - Push button.
 - Pick up an object.
 - Drop an object.



**Insert a cartridge
into the console.**

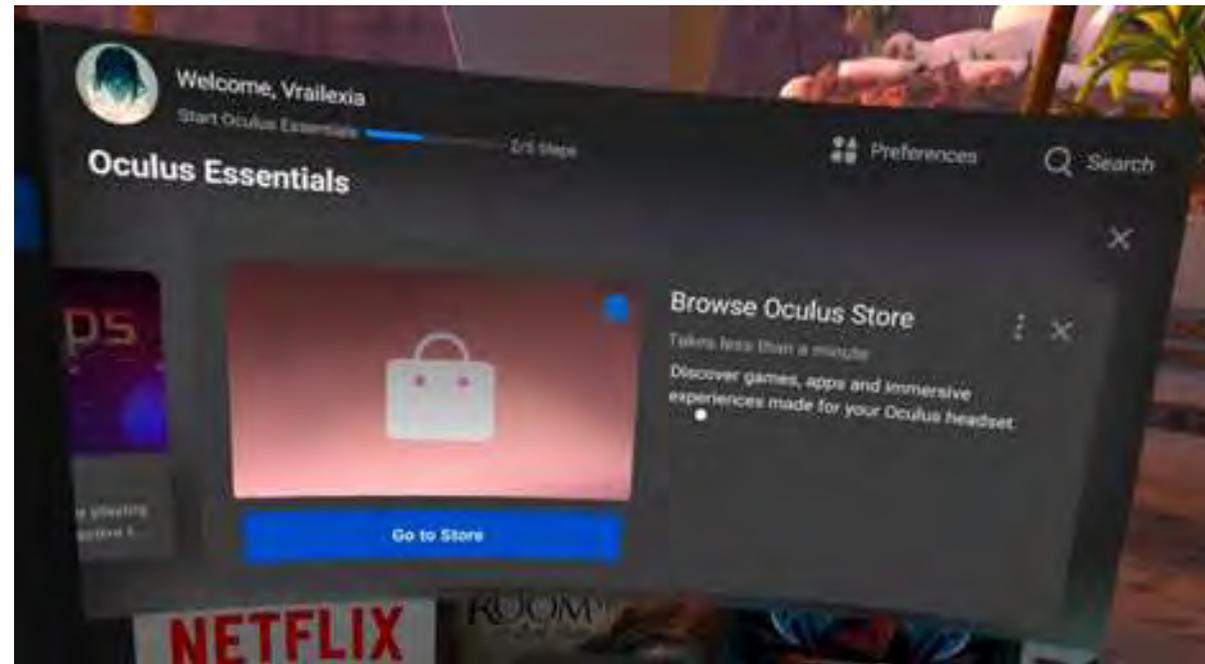
Essentials: Tutorials



Essentials: Store



- Games
- Apps
- Experiences



Home environment

- **Explore:** find new apps and services
- **More From Your Apps:** content and updates from apps you already have downloaded
- **Entertainment:** lists popular VR entertainment you could browse
- **Friends Activity:** stay up to date with what your linked Friends are doing in VR
- **Saved:** where you can store any media, apps or other items



VR Oculus Tips

Contents

Oculus App

Sharing

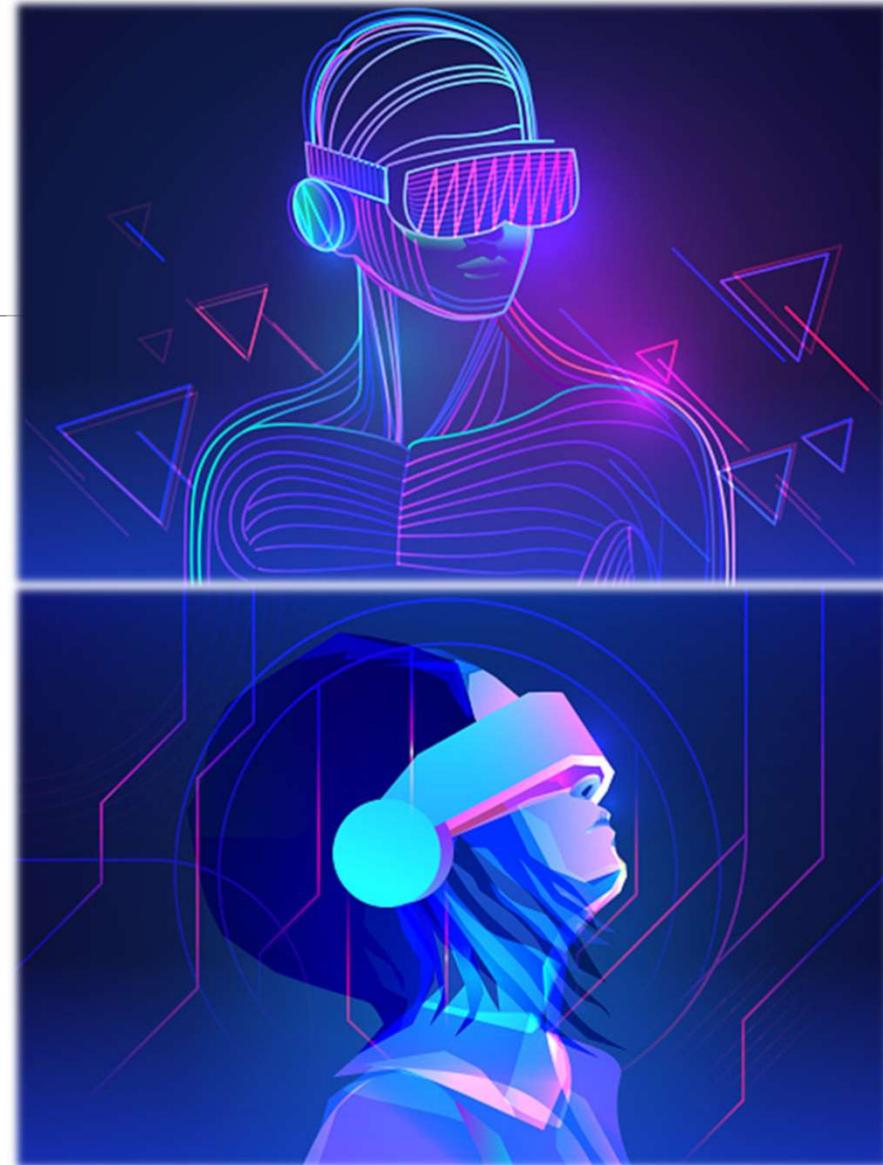
Hand Tracking

Passthrough

App Lab

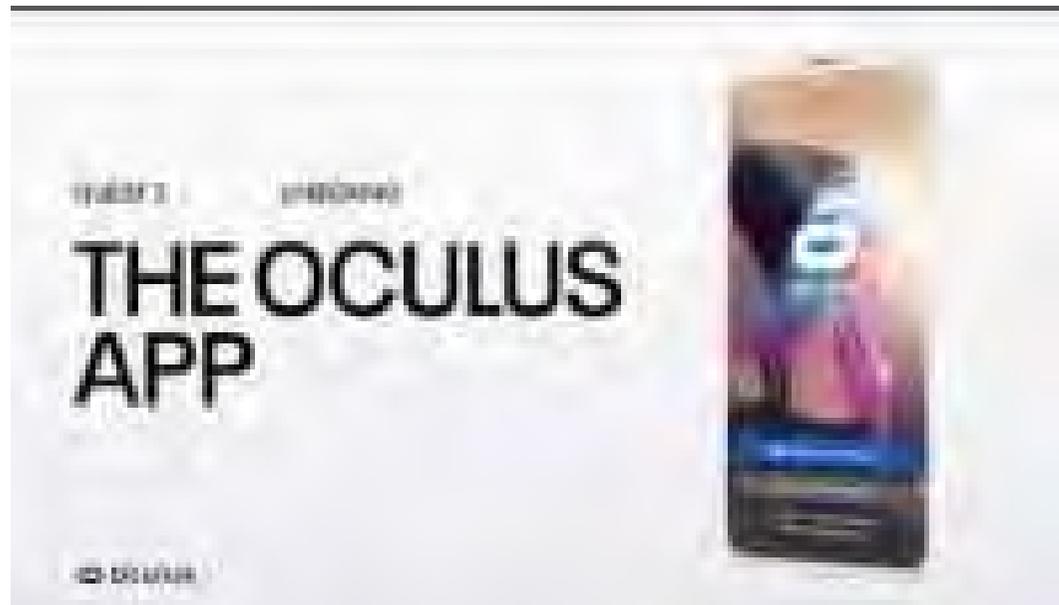
Developer Mode

Factory Reset



Oculus App

- Download the Oculus App.
- Connect & Pair Oculus Quest 2 in your smartphone.



Oculus App

STORE

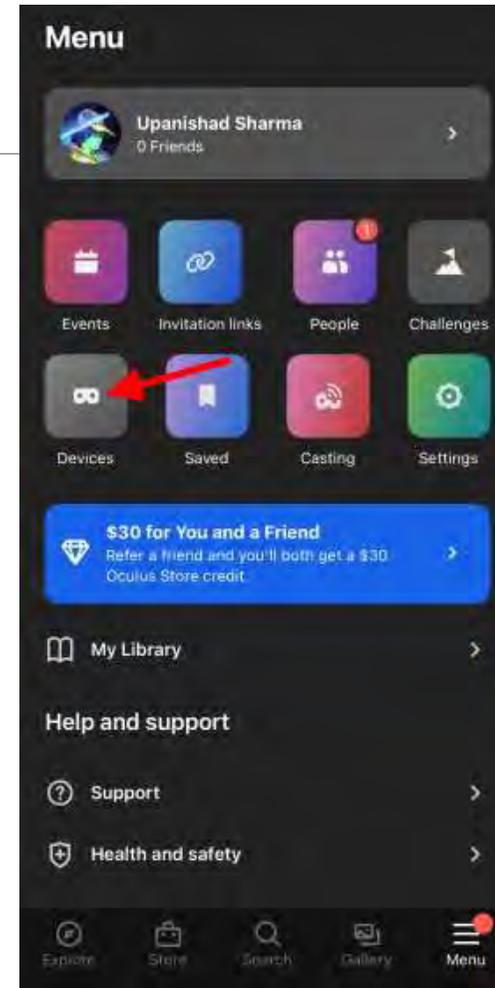
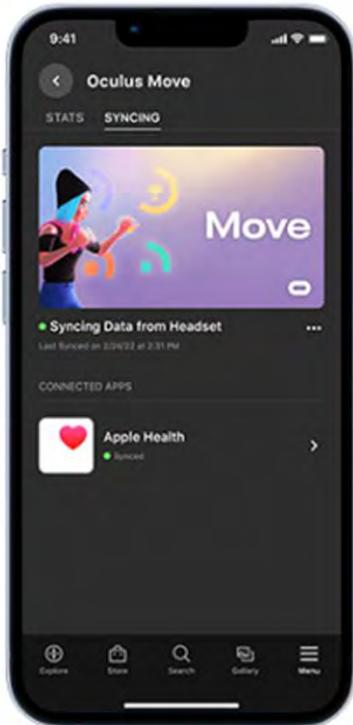
GALLERY



EXPLORE

SEARCH

MENU



Wifi connection



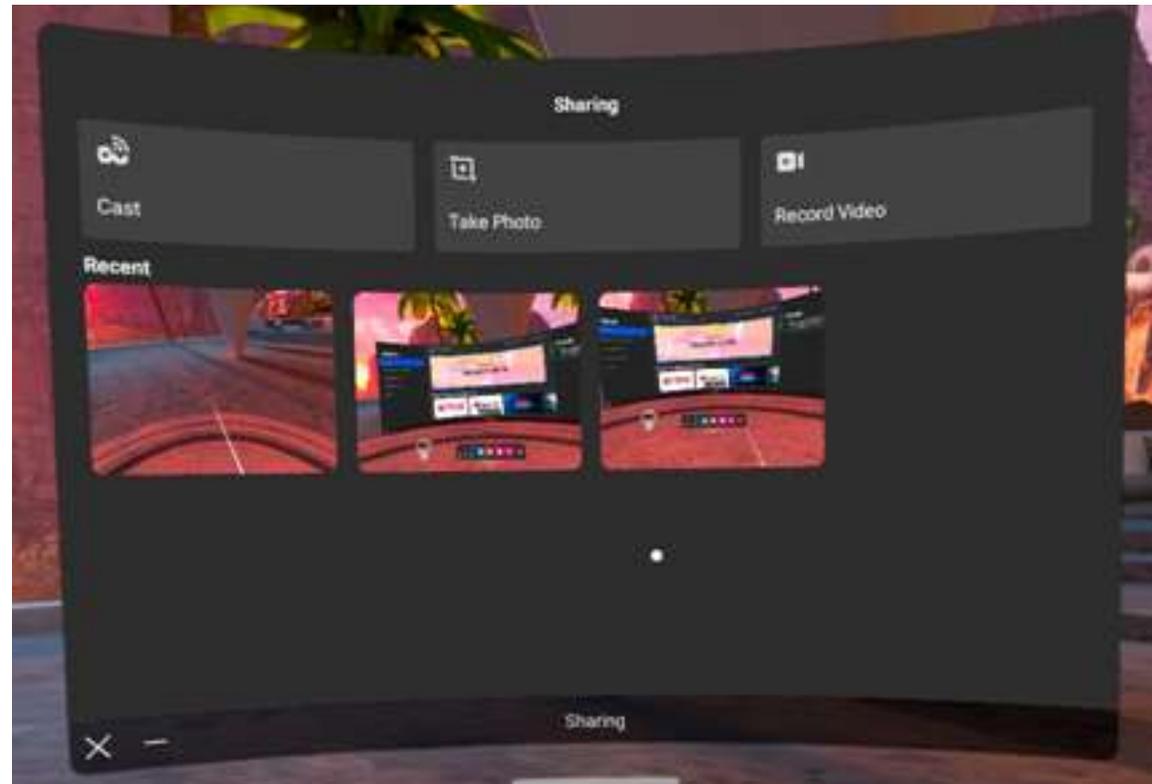
- Wifi account for the course.
 - User: Vrailexia2022
 - Pass: 2022Vrailexia
- Eduroam (directly from your Oculus)
 - Run geteduroam from Unknown Sources.
 - Select your institution from the list.
 - Provide your username and password.





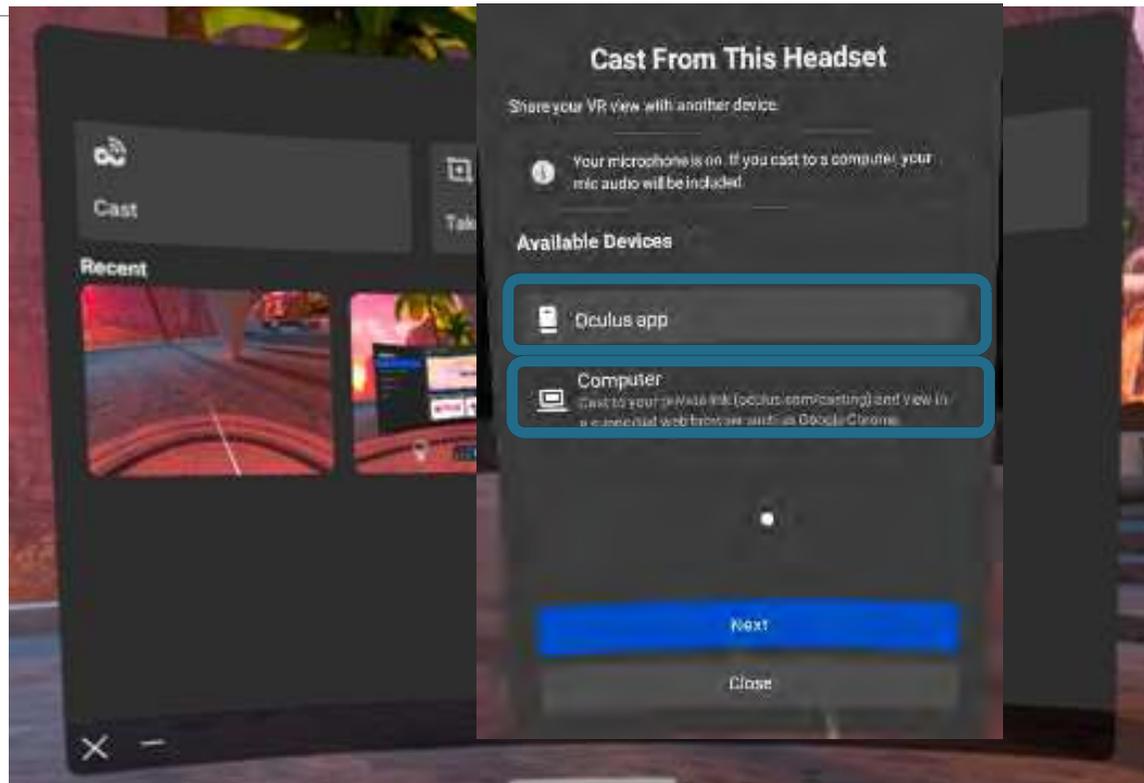
Sharing

- Cast
- Take Photo
- Record Video



Sharing: Cast (social screen)

- Cast

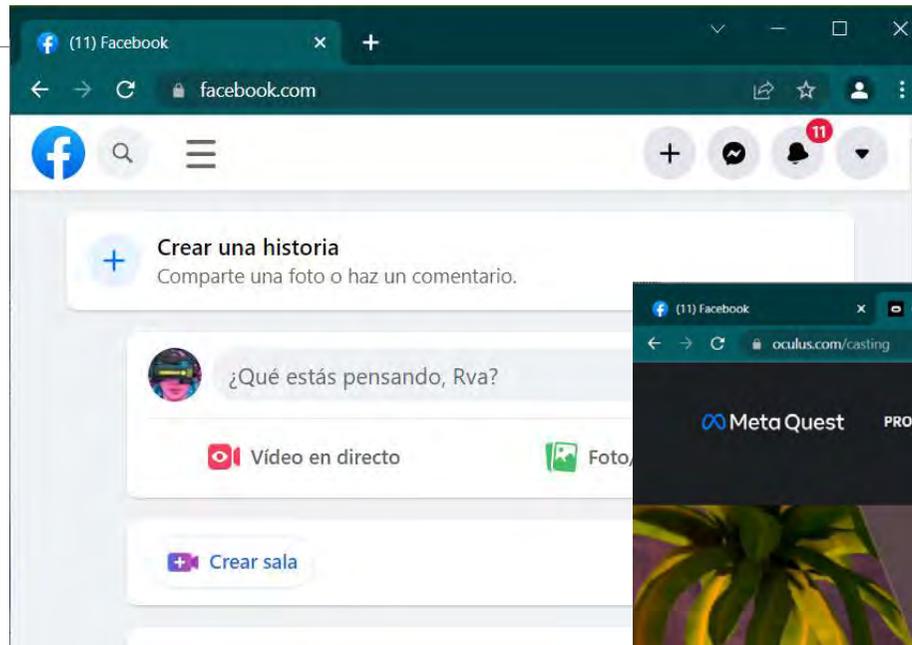


You can stream videos on your local network or devices (smartphone, computer, TV [chromecast],...).



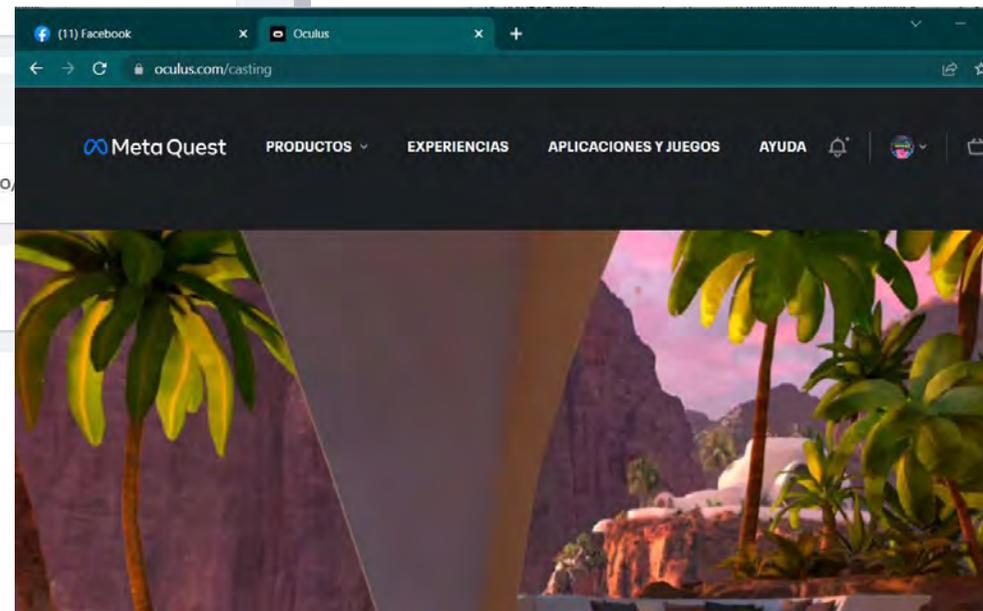
Sharing: Cast (social screen)

- **Cast**



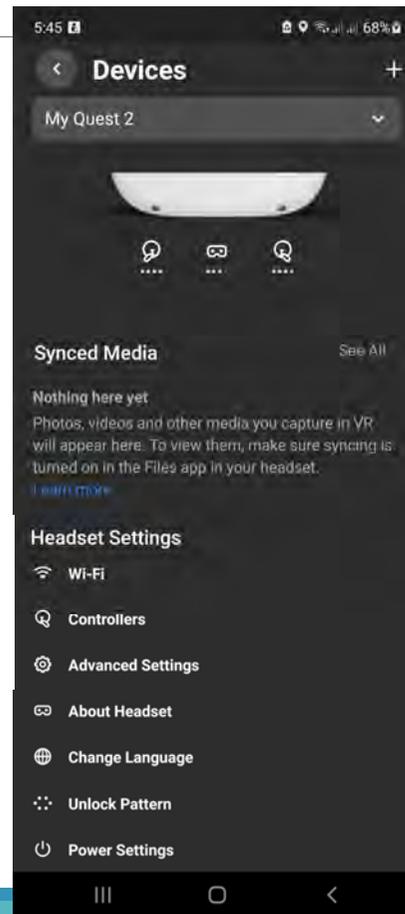
RED DOT IN YOUR OCULUS HEADSET

oculus.com/casting



Sharing: Cast (social screen)

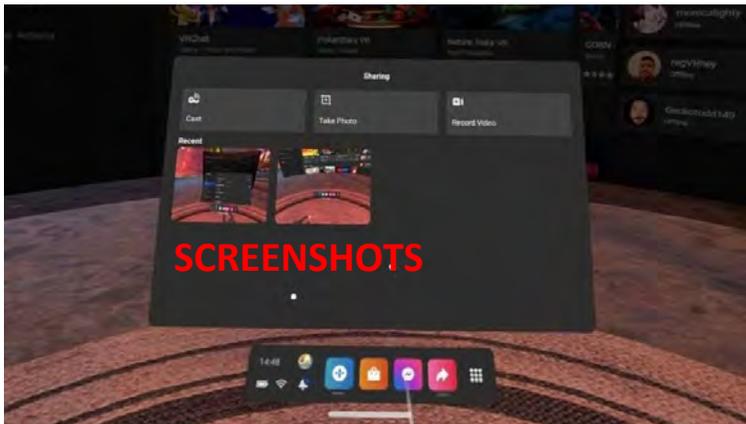
- **Cast**



RED DOT IN YOUR OCULUS HEADSET

Sharing: Screenshot

- **Take Photo**  BLINKING RED DOT IN YOUR OCULUS HEADSET
 - After some seconds the screenshot is taken.
 - 1024x1024 JPEG image.



Touch:
 button (3) and then
 press & release the front trigger (6).

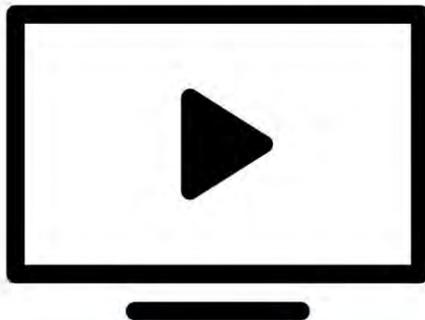


Sharing: Video Capture

- **Record**

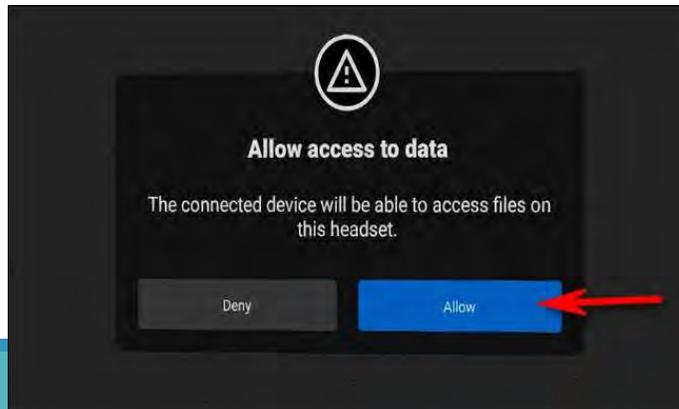

RED DOT IN YOUR OCULUS HEADSET

- You can include mic audio in your recording.
- To finish press button record again.
- Its aspect ratio by default is 1:1.



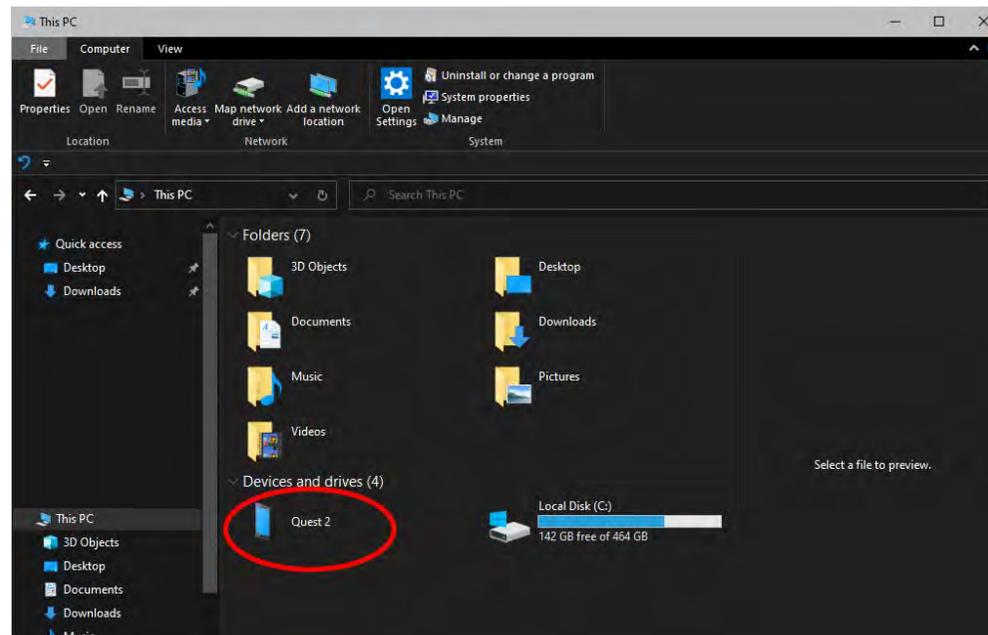
Sharing: Transfer

- The recorded videos and photos are saved in the headset itself.
- You can connect Oculus Quest 2 to your computer and download videos for editing and sharing with others.
- You do not need additional software.
- Attach your headset to your computer.



Sharing: Transfer

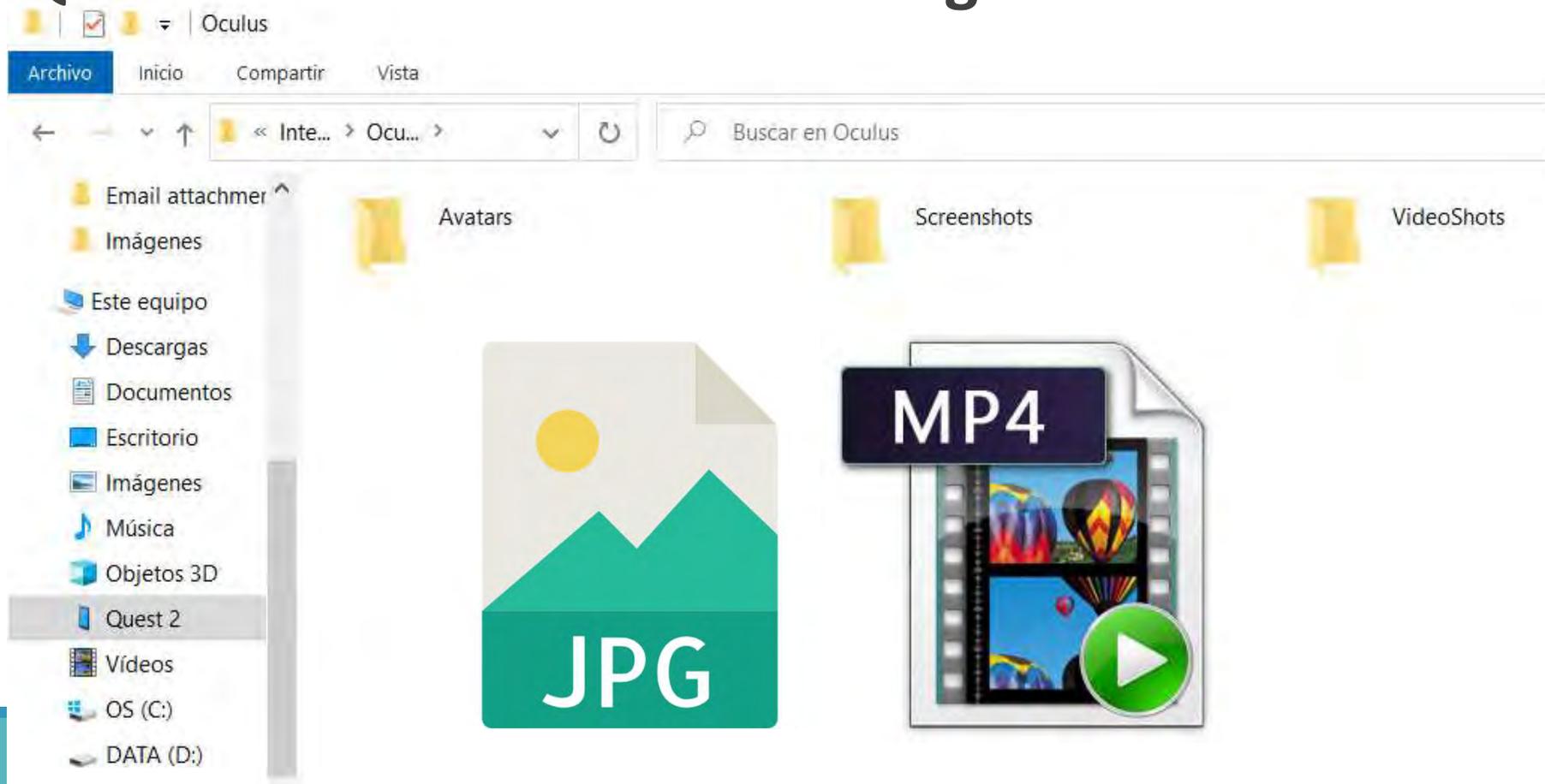
- Wear the headset and agree to the prompts to let your PC access the headset.
- If there is no prompt, it implies that the headset is not connected properly.





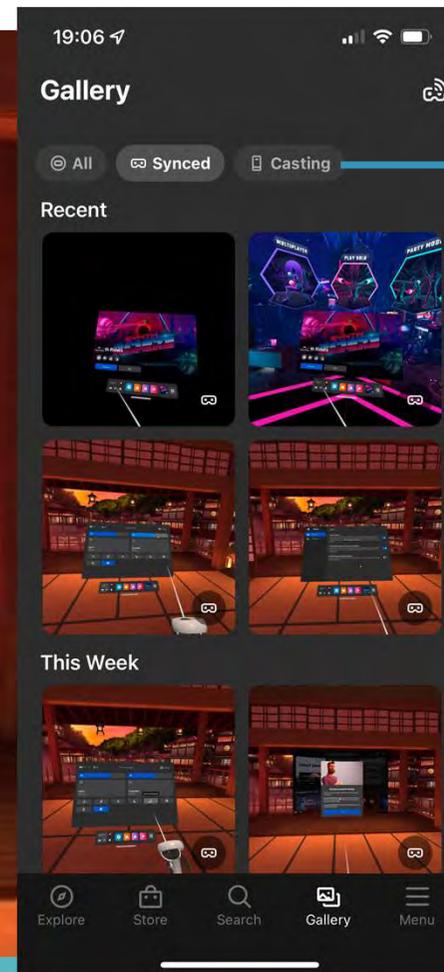
Sharing: Transfer

- Quest 2 > Internal Shared Storage > Oculus





Sharing: Transfer



Also you can
capture video
while casting.



Sharing: Multiple Accounts



- You can log In To Multiple Accounts & Share Apps.
- Head to “Settings” on your Oculus Quest/Quest 2 headset and select the “Accounts” tab.
- Select “Add Accounts” to connect a second, third, or fourth login together with your previous Admin account.
 - You can secure your private information using a standard security pattern
- [OPTIONAL] Turn on “App Sharing” to allow other accounts access to your paid library (this will not overwrite any of your existing saves).

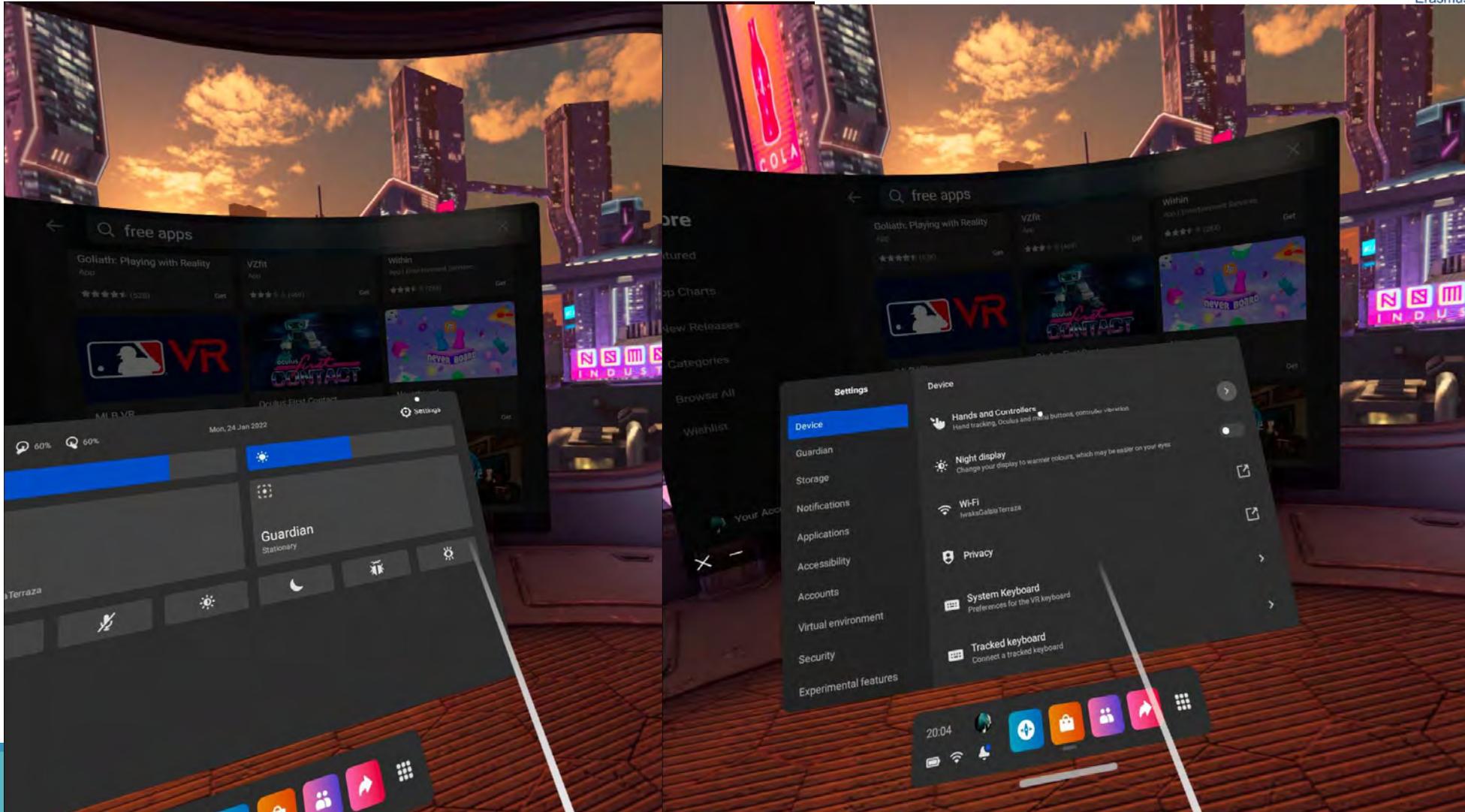


Hand tracking

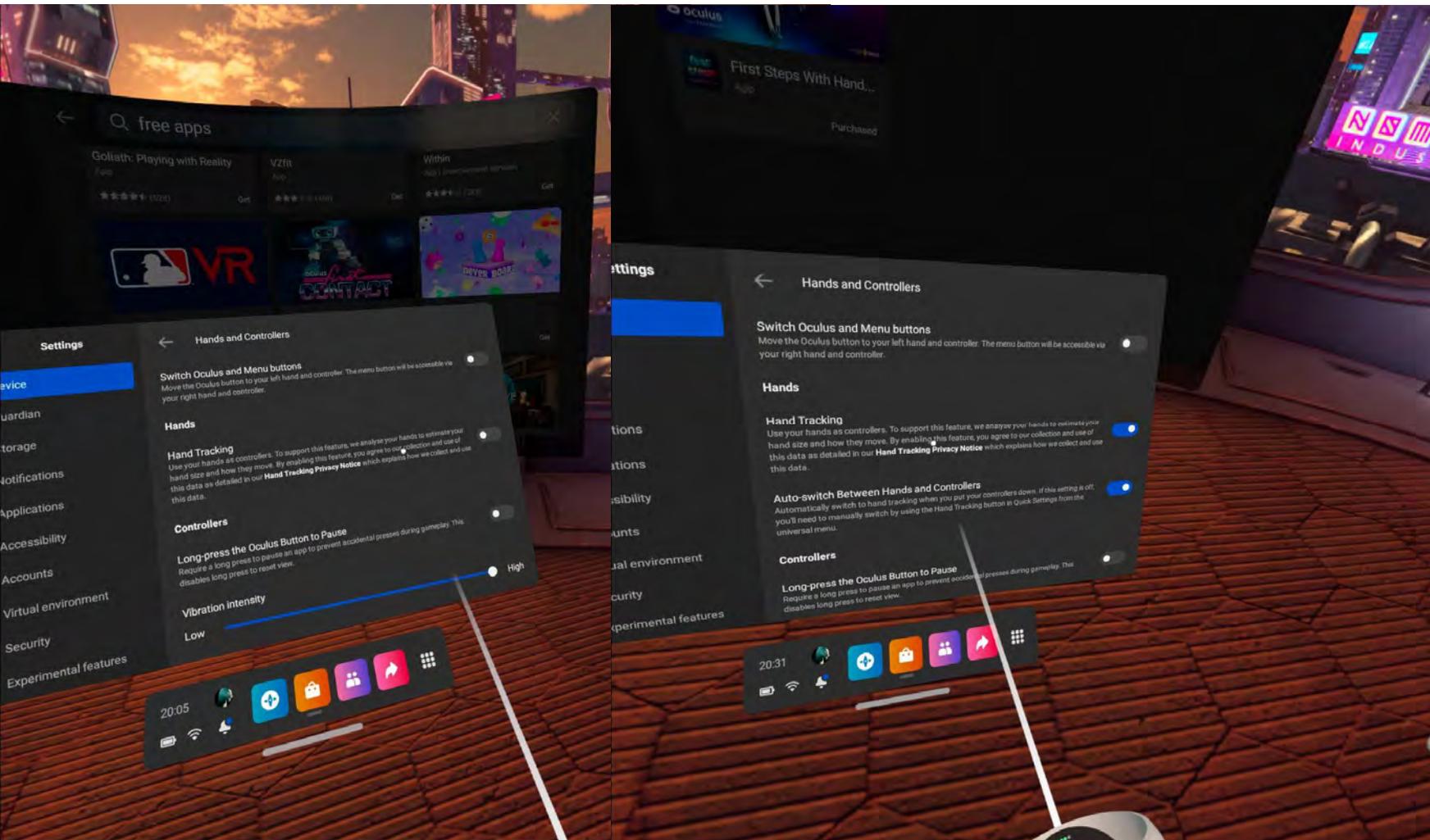
- Hand Tracking works by using the inside-out cameras.
- Your headset will detect the position and orientation of your hands and the configuration of your fingers.
- Once detected, computer vision algorithms are used to track the movement and orientation of your hands.



Hand tracking: On/Off



Hand tracking: On/Off



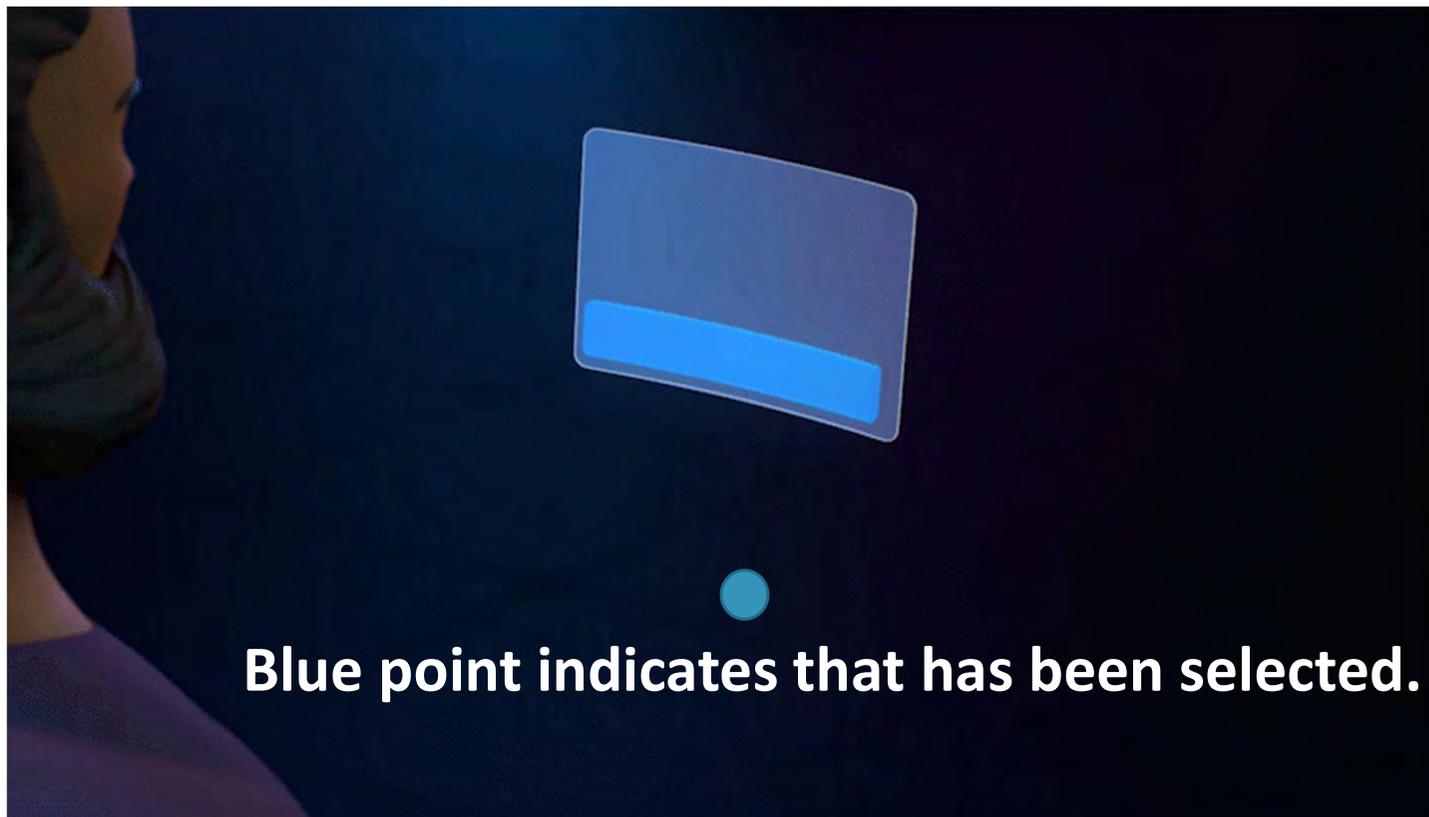
Enable Hand Tracking

- Put down your Oculus Touch controllers.



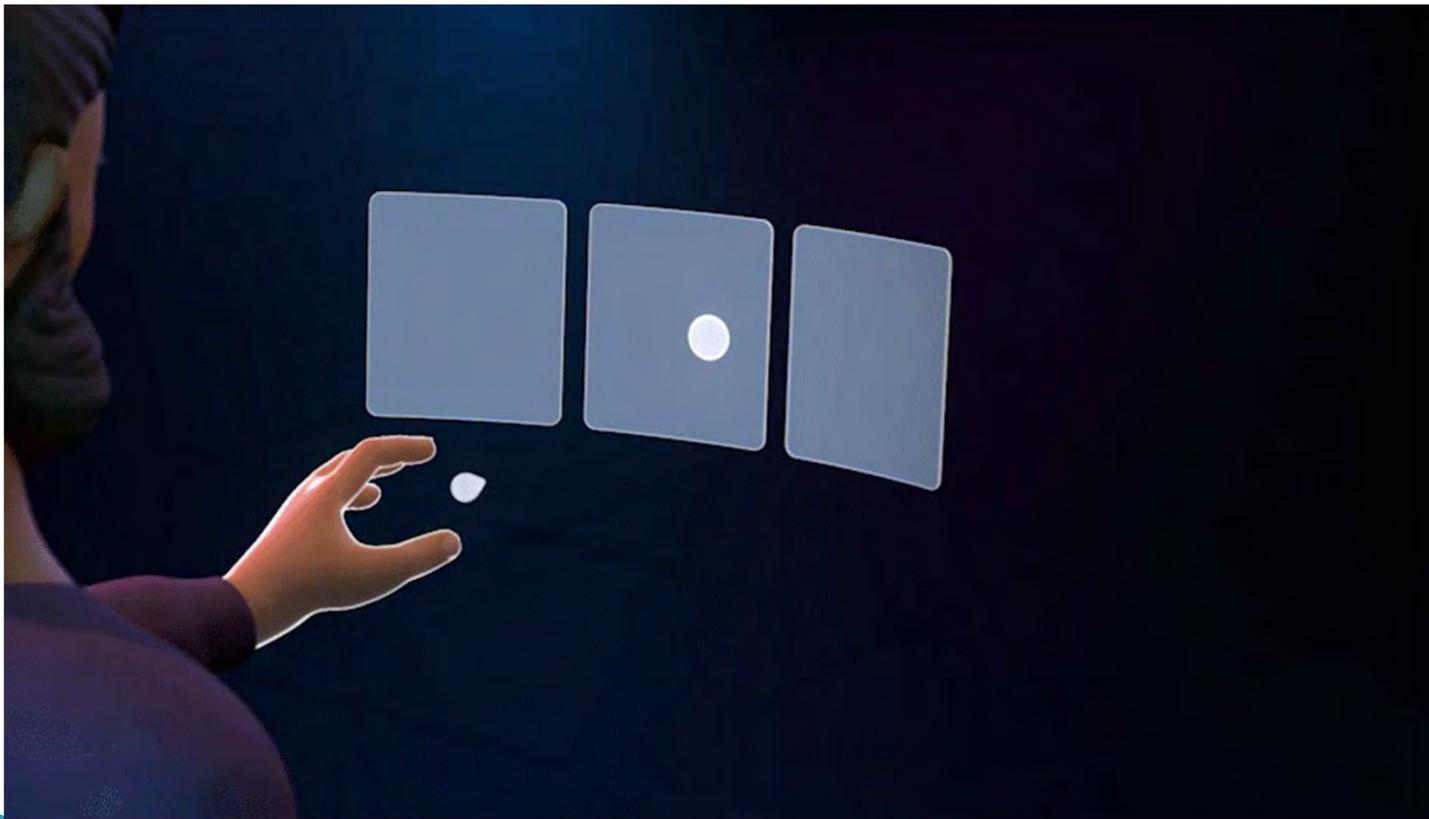
Hand tracking: gestures

- Point and Pinch: to select something.



Hand tracking: gestures

- Pinch and Scroll: scrolling in any direction.



Hand tracking: gestures

- Palm Pinch: right (Oculus button), left (Menu button).



Spatial perception

- Settings > Experimental > Space sense.
 - See outlines of people and things within your roomscale boundary to increase your awareness of your surroundings while you are in VR.

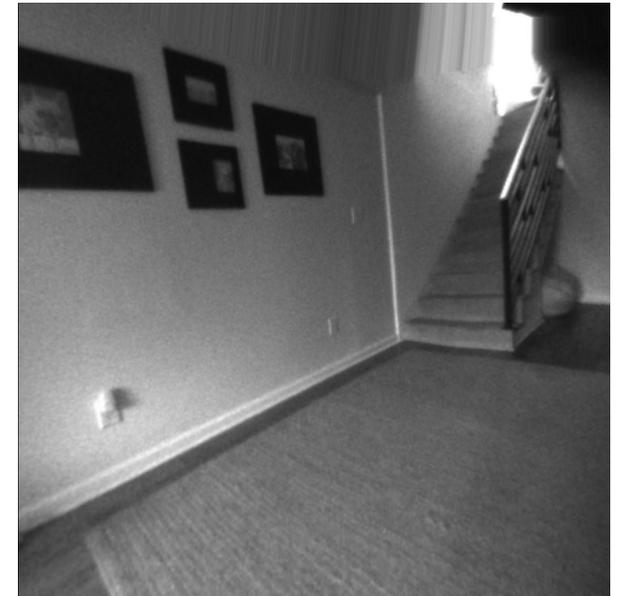
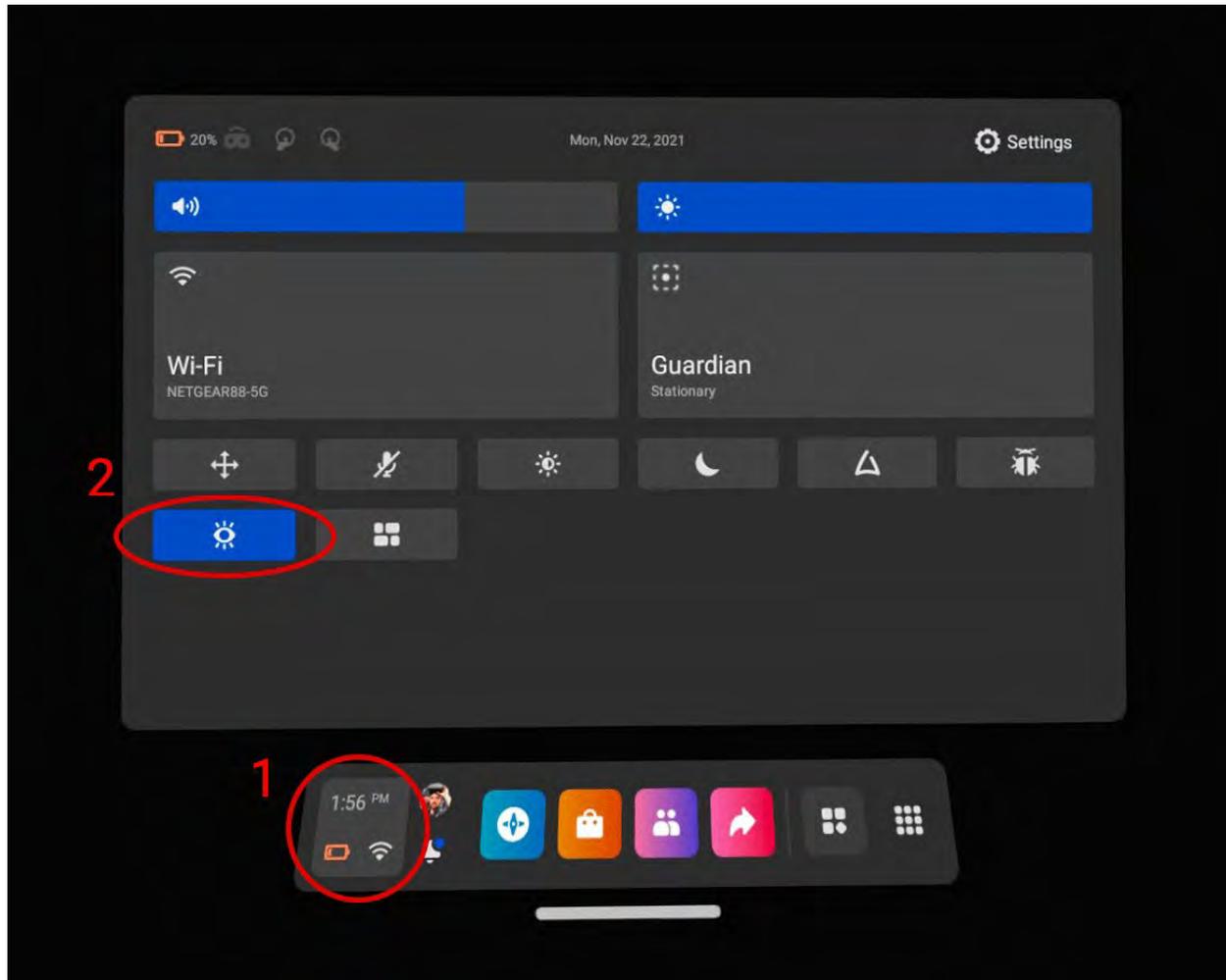




Passthrough

- Feature that allows you to step outside your view in VR to see a real-time view of your surroundings.
- It comes up automatically when you are creating or adjusting your Guardian.
- Apps can also show Passthrough to blend your physical and virtual environment.
- When apps show Passthrough, only you can see it. Apps can't access images or videos of your real surroundings.

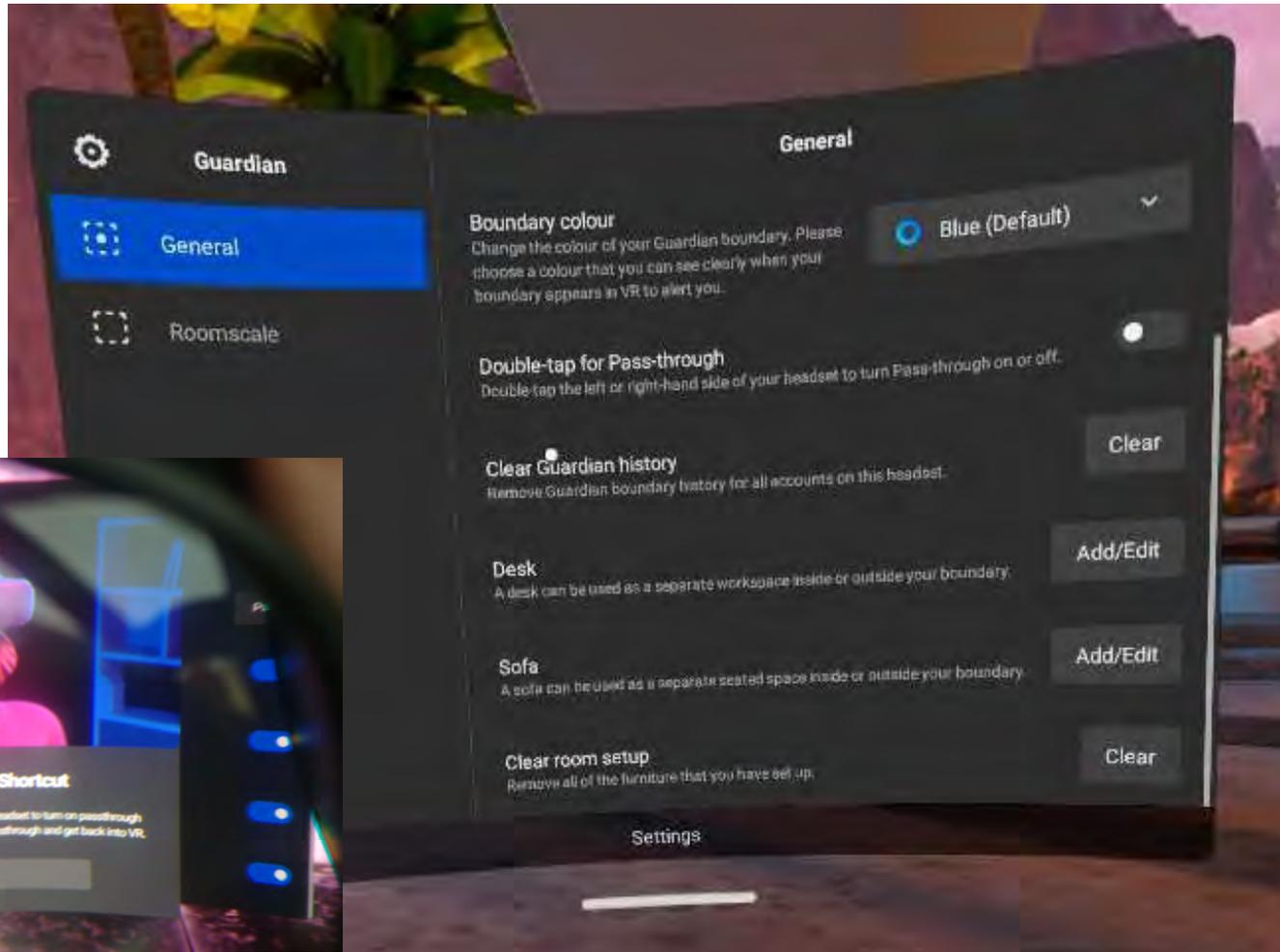
Passthrough

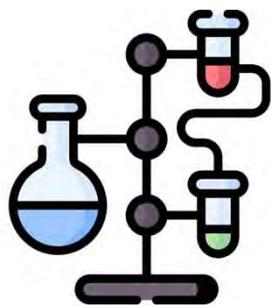


Passthrough shortcut



Double-tap
left or
right-hand
side





App Lab

oculus FOR DEVELOPERS

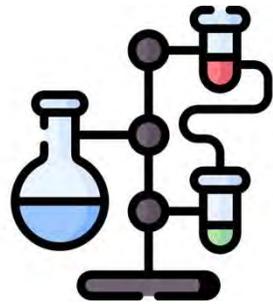


VRAILEXIA?

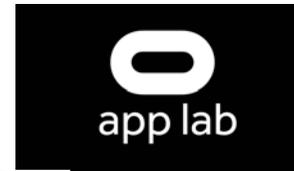
Co-funded by the
Erasmus+ Programme
of the European Union



- A new way for you to distribute apps directly to consumers safely and securely, via direct links or platforms like SideQuest, without requiring store approval.
- App Lab lets you get an app directly to your community, even if it is early in development, experimental, or aimed at a unique audience.
- Apps from App Lab will appear in your Quest library.



App Lab



 **oculus** FOR DEVELOPERS

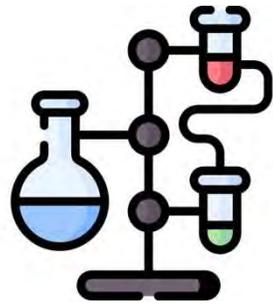
VRAILEXIA


Co-funded by the
Erasmus+ Programme
of the European Union



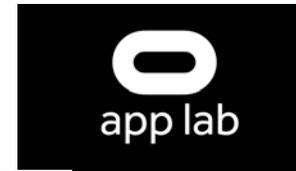
- App Lab apps can also be searched by exact name and found in the “App Lab” section of results.
- Example: “First steps with hand tracking”





App Lab

 **oculus** FOR DEVELOPERS



- Once an app has been published, you can share it with customers via a URL.
- This link opens the app product description page directly, displaying information, trailers, screenshots, and an option to purchase or install the app.
- <https://www.applabdb.com/>
- You can also generate Oculus Keys, which can be redeemed for a free copy of the application, for a more controlled release.

Developer mode

 **oculus** FOR DEVELOPERS

- To allow installing apps & games to your headset we need to enable developer mode.
- To do this, you have to be a registered "developer" on the Oculus website.
- <https://developer.oculus.com/manage/>



- This process is free, quick and easy to setup.

Developer mode

 **oculus** FOR DEVELOPERS

- You need to create an 'organization'.

 **oculus** FOR DEVELOPERS 

Org Manager

RVA Studios 

- You'll first be asked to accept the developer agreement.
- You will then need to verify your account using either a credit card or a phone number.

Developer mode

 **oculus** FOR DEVELOPERS



Co-funded by the
Erasmus+ Programme
of the European Union



 **oculus** FOR DEVELOPERS

Account Manager

Select Organization

Create



Create New Organization

Organization Name

What is the legal name of your organization?

Note: The name you choose here will be displayed publicly in the store.

Please enter a name (ex: Tuscany Studios)

We are happy to see that you're interested in developing for Oculus. Creating your developer organization for your Oculus account enables you access to features that are intended for the development of VR experiences. Remember that you have agreed to the Oculus Terms of Service and we may take action against violators. Please be a responsible member of the Oculus community.

I understand
Required

Submit

To be an Oculus developer, you must establish your identity by providing a credit card or mobile number. If you remove this information, your account will no longer be verified. [Learn More](#)

 You have successfully verified your Oculus developer account

Back to Home

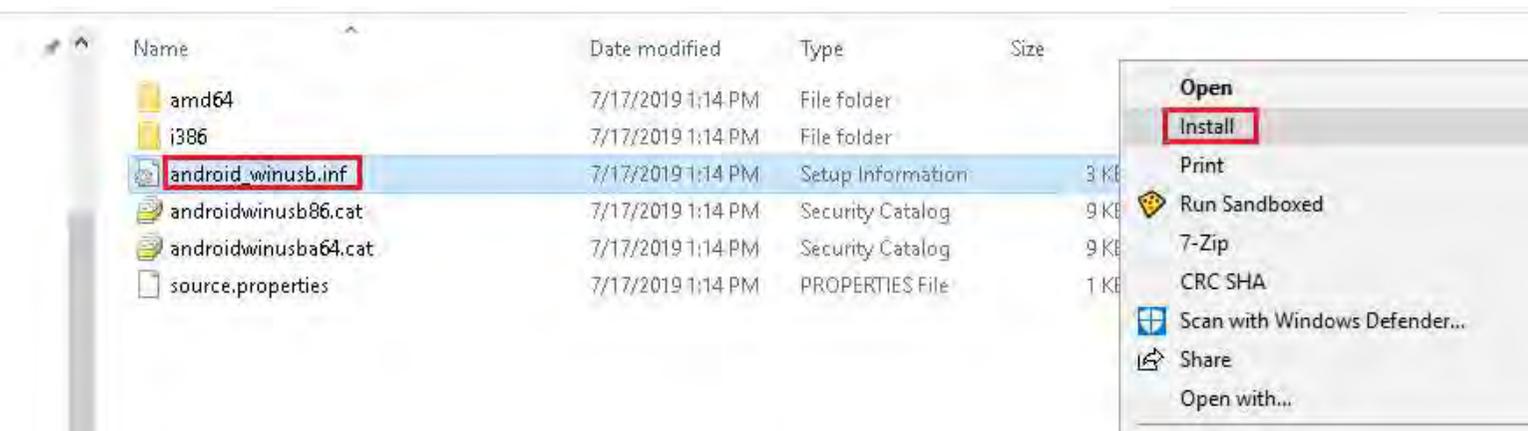
Developer mode

 **oculus** FOR DEVELOPERS

- ADB Drivers (only Windows)

<https://developer.oculus.com/downloads/package/oculus-go-adb-drivers/>

- The Oculus Go drivers work for the quest also. To install the drivers extract the zip folder, right click the android_winusb.inf file and click install.



Developer mode

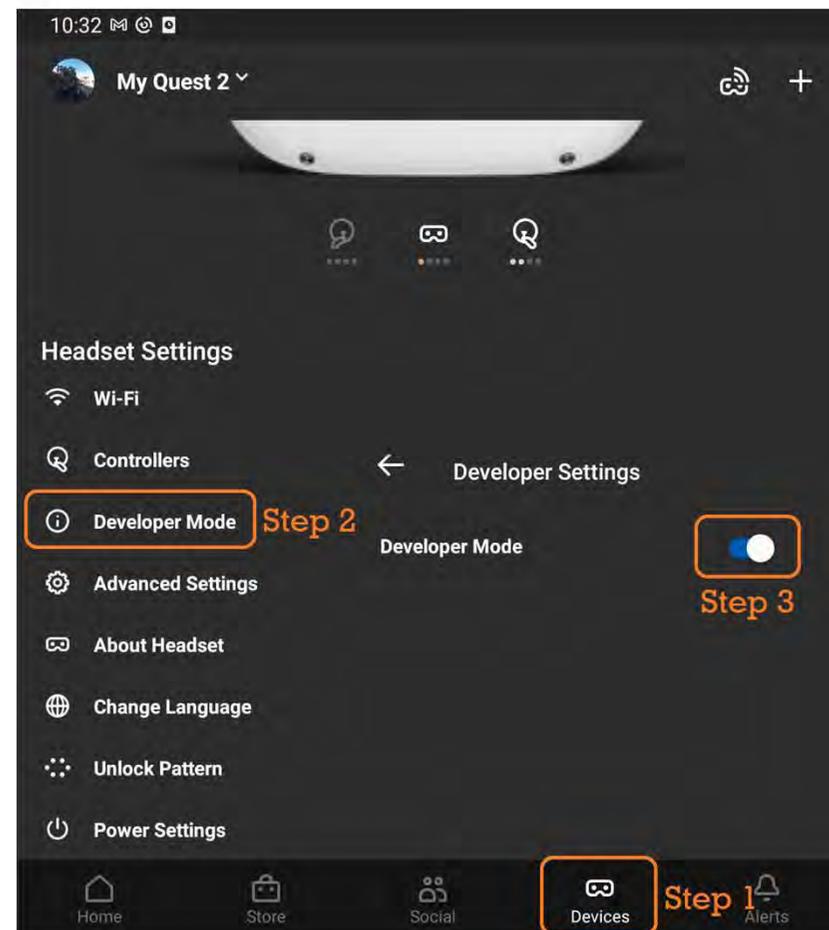
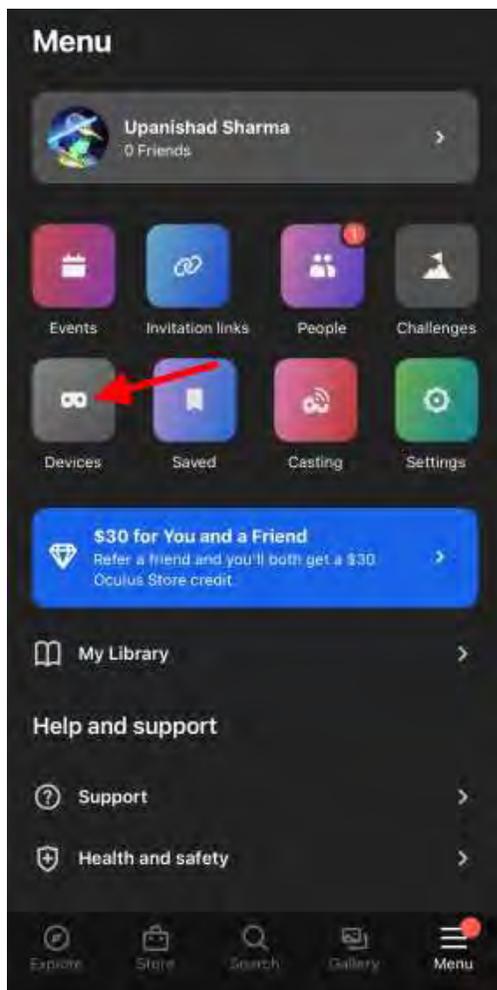
 **oculus** FOR DEVELOPERS

- Now that you're a "developer", open the Oculus app on your smartphone or tablet.
- In the Devices icon, tap on the headset and tap 'Developer Mode' to enable it.
- Once you have enabled developer mode it is a good idea to reboot your headset to be able to see it on the device.

Developer mode



 **oculus** FOR DEVELOPERS



Oculus Developer Hub

 **oculus** FOR DEVELOPERS

- <https://developer.oculus.com/documentation/unity/ts-odh/?locale=en> EN
- Oculus Developer Hub (ODH) is a standalone companion development tool that positions Oculus Quest and Oculus Quest 2 headsets in the development workflow.
 - No need for wired connection as you can now connect your headset to the computer over WiFi
 - Disable the proximity sensor and guardian for an uninterrupted testing workflow
 - Capture screenshots and record videos of what you see in the headset for debugging purposes
 - Deploy apps directly to your headset from your computer
 - Upload apps to the [developer dashboard](#) for store distribution
 - Share your VR experience by casting the headset display to the computer
 - Download the latest Oculus tools and SDKs you need to build apps
 - Check device logs for debugging purposes

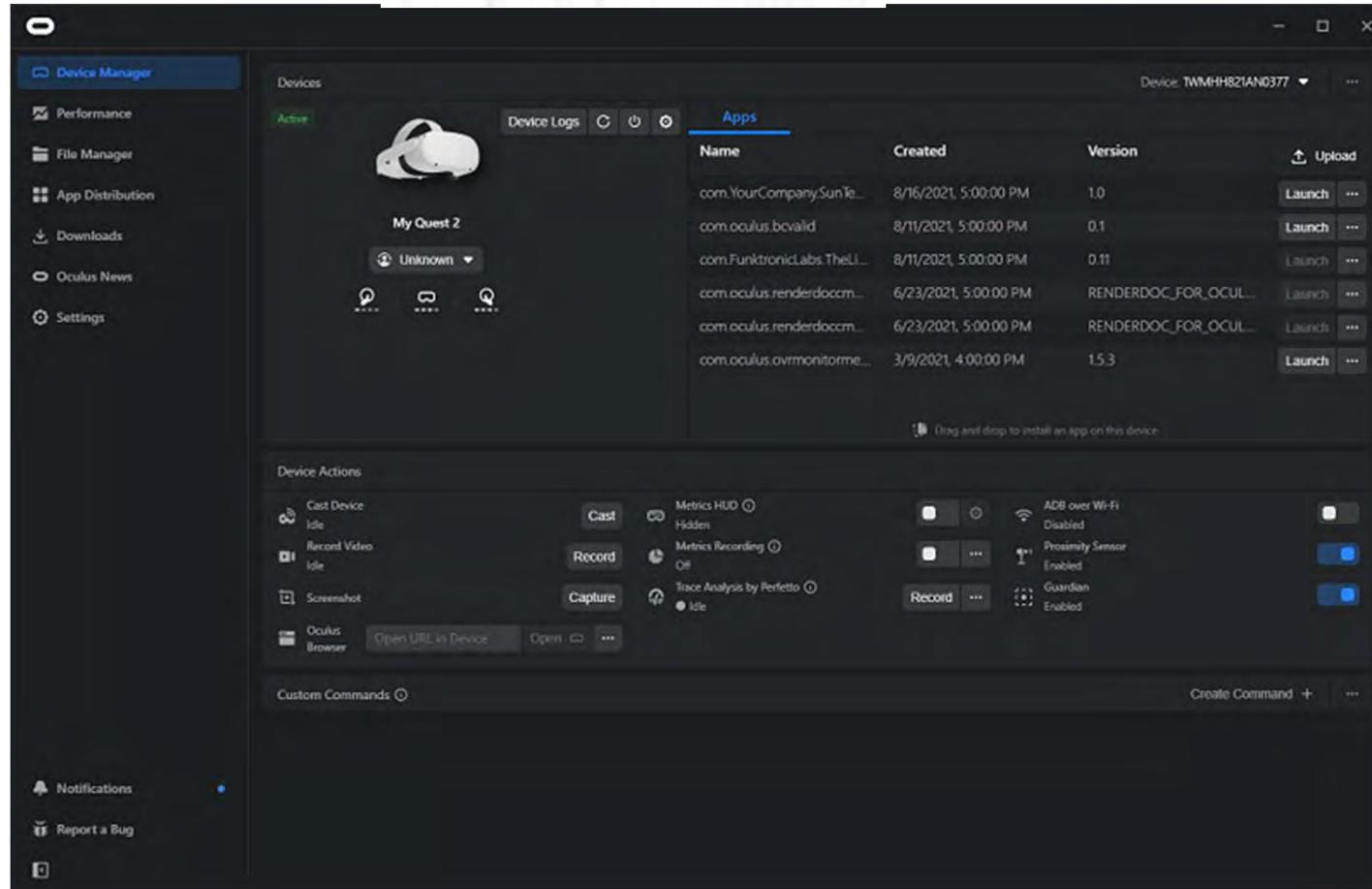


Oculus Developer Hub

 **oculus** FOR DEVELOPERS



Co-funded by the
Erasmus+ Programme
of the European Union



The screenshot displays the Oculus Developer Hub interface for a device named "My Quest 2". The interface is dark-themed and includes a sidebar with navigation options: Device Manager, Performance, File Manager, App Distribution, Downloads, Oculus News, and Settings. The main content area is divided into several sections:

- Devices:** Shows the device status as "Active" and provides options for "Device Logs" and "Apps".
- Apps:** A table listing installed applications with columns for Name, Created, Version, and an Upload button. The table contains the following data:

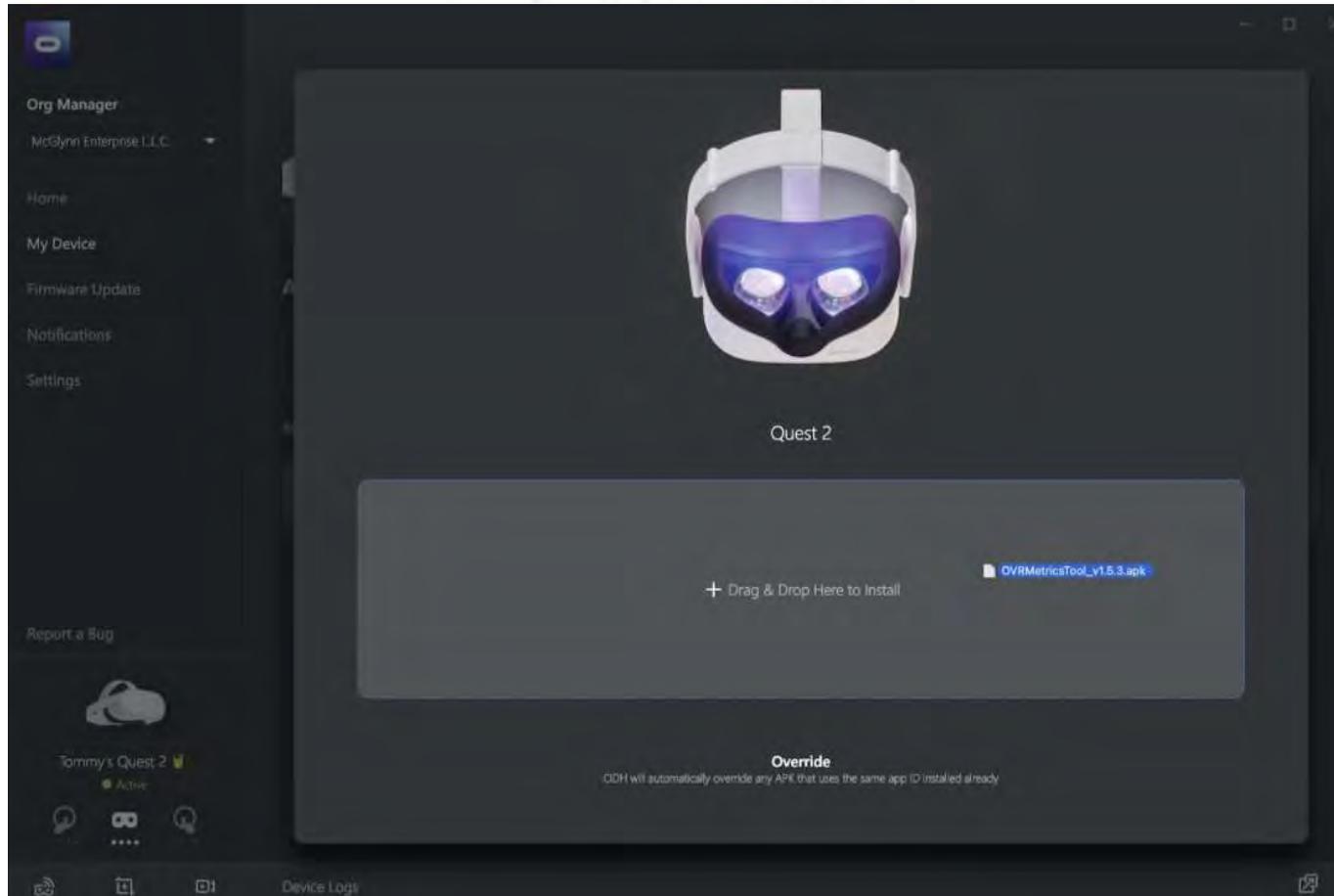
Name	Created	Version	Upload
com.YourCompany.SunTe...	8/16/2021, 5:00:00 PM	1.0	Launch ...
com.oculus.bvalid	8/11/2021, 5:00:00 PM	0.1	Launch ...
com.FunktronicLabs.TheLI...	8/11/2021, 5:00:00 PM	0.11	Launch ...
com.oculus.renderdocm...	6/23/2021, 5:00:00 PM	RENDERDOC_FOR_OCUL...	Launch ...
com.oculus.renderdocm...	6/23/2021, 5:00:00 PM	RENDERDOC_FOR_OCUL...	Launch ...
com.oculus.ovrmonitorme...	3/9/2021, 4:00:00 PM	1.5.3	Launch ...
- Device Actions:** A grid of controls for the device, including:
 - Cast Device (Idle) with a "Cast" button.
 - Record Video (Idle) with a "Record" button.
 - Screenshot (Idle) with a "Capture" button.
 - Oculus Browser (Open URL in Device) with an "Open" button.
 - Metrics HUD (Hidden) with a toggle.
 - Metrics Recording (Off) with a toggle.
 - Trace Analysis by Perfetto (Idle) with a toggle.
 - ADB over Wi-Fi (Disabled) with a toggle.
 - Proximity Sensor (Enabled) with a toggle.
 - Guardian (Enabled) with a toggle.
- Custom Commands:** A section for creating and managing custom commands.

Oculus Developer Hub

 **oculus** FOR DEVELOPERS



Co-funded by the
Erasmus+ Programme
of the European Union





- SideQuest is a tool that allows you to perform or enable additional functions with your Oculus Quest that are generally not accessible or possible to do directly on the headset itself.
- SideQuest offers methods to install new content onto your Quest, as well as alter some headset settings that aren't available natively.
- <https://sidequestvr.com/>



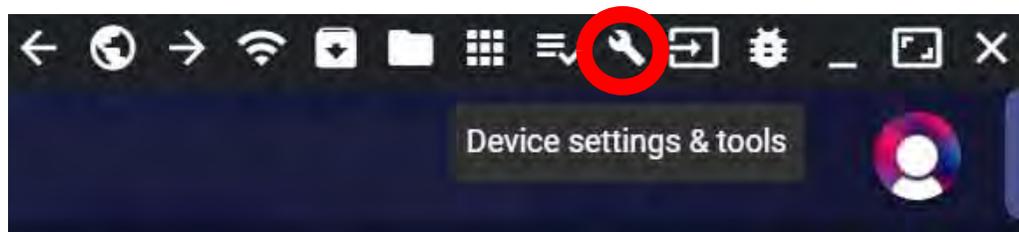
- <https://sidequestvr.com/setup-howto>
- Developers are able to get their apps listed on SideQuest, either as an App Lab listing or as an app that requires sideloading.
- Users can browse and install this library of non-Store content onto their Quest using SideQuest.
- In relation to Quest, sideloading refers to the process of loading content onto the device that is not approved or verified by Oculus and does not appear on the Oculus Store.





Adjusting Headset Settings

- SideQuest also allows you to change several hidden settings of the Quest, such as recording quality and resolution for video capture, text size and more.
- SideQuest > Device Settings and Tools





- SideQuest Folders.
- Proximity Sensor.
- Experimental Mode.
- Refresh Rate.
- Chromatic Aberration.
- Guardian.
- Full Rate Capture.
- Paste text to your device.
- FFR (Fixed Foveated Rendering) level.
- Video Capture Size.
- CPU and GPU level.
- Default Texture Size.



- SideQuest can also be used to manage the internal files on your headset, along with the installed apps.
- You can even create backups of the apps and save files, so that you can restore your progress if you have to factory reset your device or switch headsets.



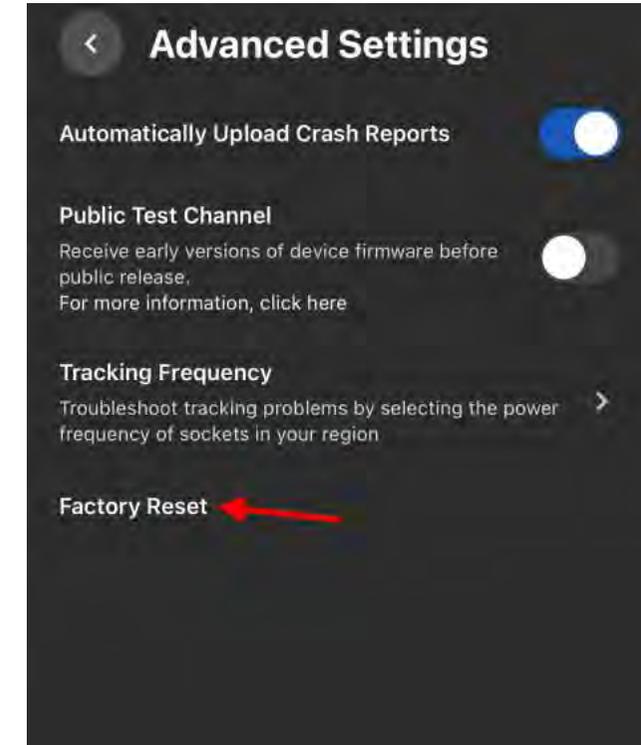
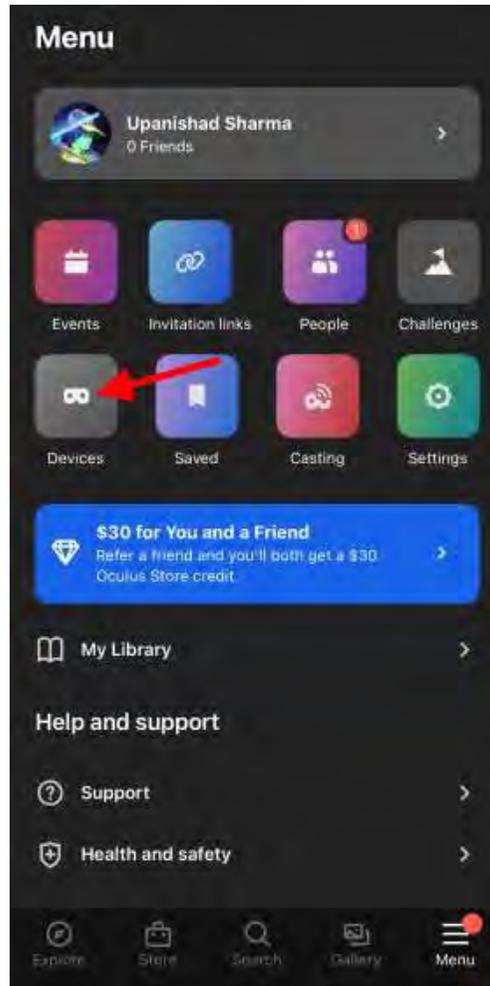
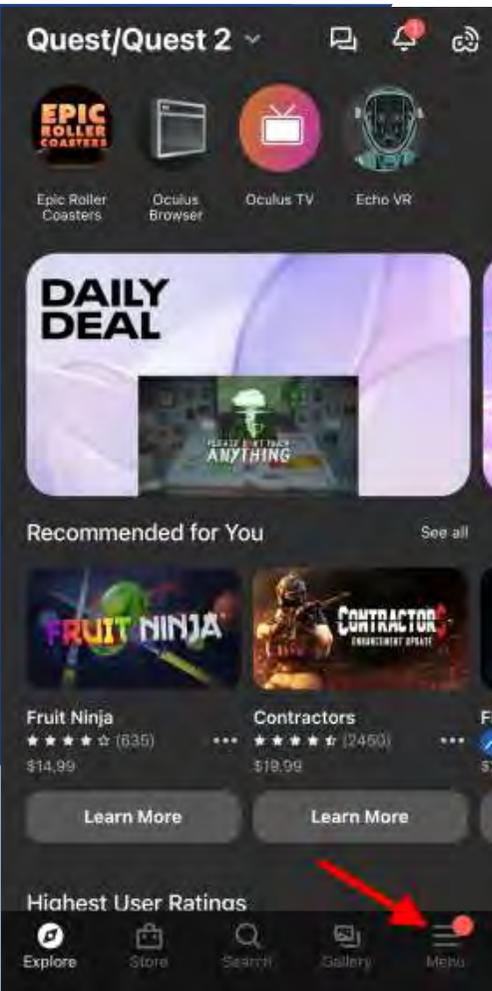
Factory Reset: Phone

1. Open the Oculus app on your phone.
2. Tap the 'Menu' button from the bottom menu.
3. Tap the 'Devices' button to open your set of devices.
4. Tap 'Advanced Settings' under Headset settings.
5. Tap Factory Reset.
6. Tap Reset on the confirmation message.





Factory Reset: Phone



Factory Reset: Headset

1. Press the hold the 'Power' and 'either volume button' until the screen lights up. You will now see Quest 2's recovery screen.
2. You cannot use your controllers here. So use the volume buttons to navigate to the 'Factory Reset' option and press the power button to select it.
3. You will be met with a confirmation warning. Use the volume button to select 'Yes, erase and factory reset'.

Factory Reset: Headset



USB Update Mode

Press volume buttons to move
selection
Power button to select

Exit and boot the device
Factory reset ←
Enable sideloading update
Power off

Are you sure?

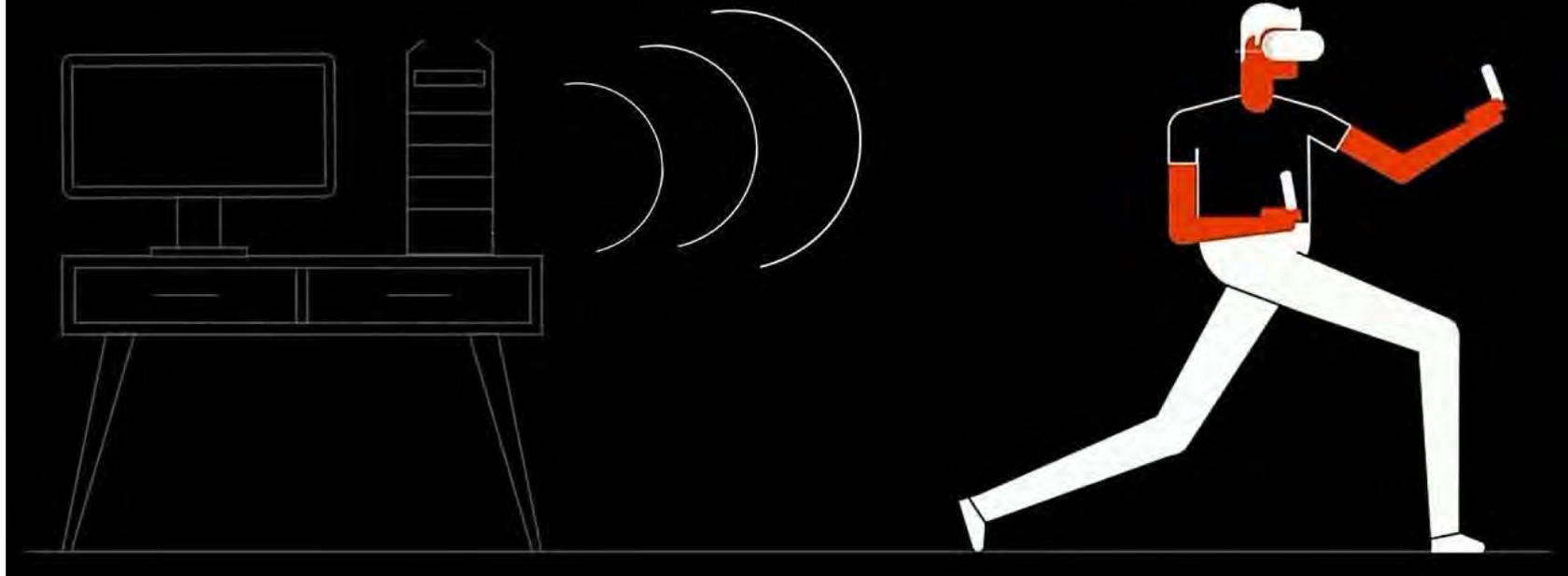
Factory reset erases all data
and cannot be reversed!

Yes, erase and factory reset ←
No, just reboot fastboot

Oculus Link & Air Link



HOW TO SET UP OCULUS AIR LINK





Co-funded by the
Erasmus+ Programme
of the European Union



VR Apps Analysis



Contents

Age and comfort.

Rating and supported
devices.

Categories and genres.

Supported Player modes.

Analysis.

Installation features.



VR Apps Analysis

Age (IARC Ratings Definitions, e. g. PEGI).

- International Age Rating Coalition.
- <https://www.globalratings.com/ratingsguide.aspx>



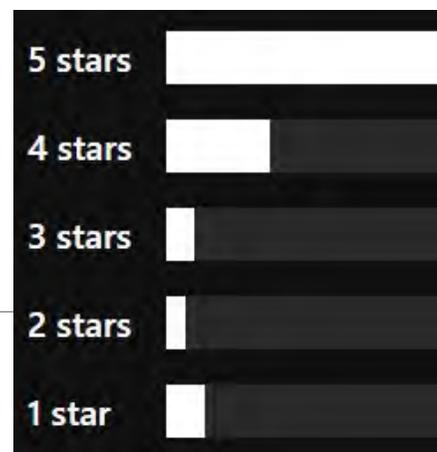
Comfort rating:

- ◉ **Comfortable** experiences are appropriate for most people.
- ◻ **Moderate** experiences are appropriate for many but certainly not everyone.
- ◻ **Intense** experiences are not appropriate for most people, especially people new to VR.
- ◻ **Unrated** experiences may contain intense content, which may not be appropriate for most people, especially those who are new to VR.

VR Apps Analysis

Ratings (from 1 to 5 stars).

- Number of ratings.
- Reviews (Time ago, helpful, percentage distribution).



VR devices supported.

- Supported platforms.
- What headsets the app can be used on, once you own it.



Game modes.

- Single User, Multiplayer, PvP, Coop...



Supported controllers.

- Oculus Touch, Hand Tracking, Xbox controller,...

VR Apps Analysis

Category.



- Games, Experiences, Entertainment

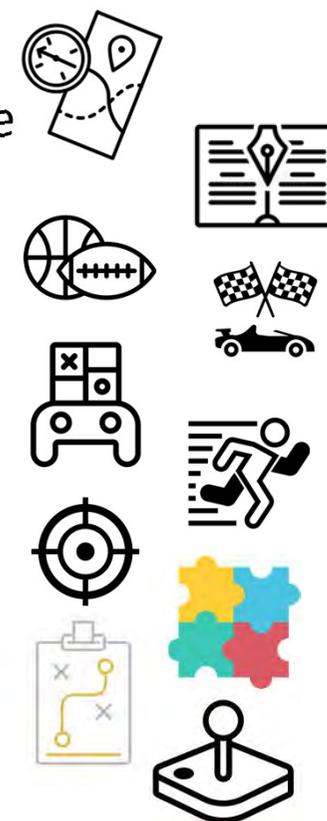
Genres.

- Productivity
- Art/Creativity
- Exploration
- 360 Experience
- Utility
- Social
- Food
- Movie
- Music

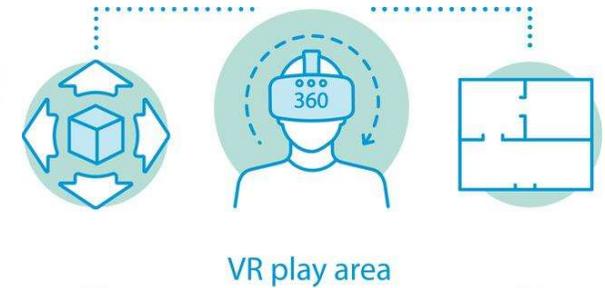


• Genres.

- Adventure
- Narrative
- Sports
- Racing
- Casual
- Action
- Shooter
- Puzzle
- Strategy
- Arcade



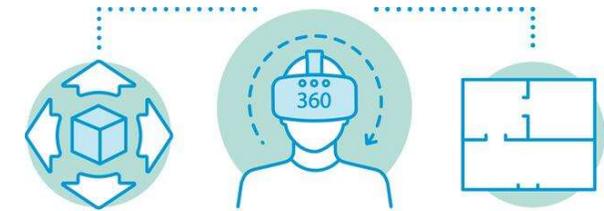
VR Apps Analysis



Supported Player Modes

- **Player modes** let you know what types of player movement an app, game or experience supports. If more than one player mode is supported, you will see more than one option listed. Some modes may require additional configuration or equipment.

VR Apps Analysis



VR play area

VRAILEXIA
e3e3

Co-funded by the
Erasmus+ Programme
of the European Union



Supported Player Modes

- **Sitting apps** can be played while sitting and it is recommended a play space with 1 meter (3 feet) of free room in all directions around where you are sitting. It is also recommended using a rotating desk chair.
- **Standing apps** can be played while standing and may require a small amount of movement. It is recommended a play space with 1 meter (3 feet) of free room in all directions around where you are standing.
- **Roomscale apps** and **games** require you to move anywhere in your play space. A minimum play space of 2 x 2 meters (6.5 feet by 6.5 feet) is needed, but some apps may require a larger player space.

VR Apps Analysis



- Near Impossible
- Very Hard
- Hard
- Moderate
- Easy
- Very Easy
- Piece of Cake

Graphics:

- Pretty good, Good, Not realistic but still looks good...

Gameplay:

- Incredibly fun, decently fun, it will keep you entertained for a while...

Fear factor:

- Change of pants, shaking the whole time, bit freaky, not scary...

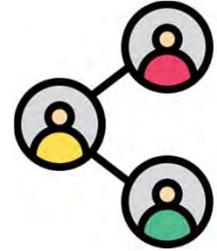
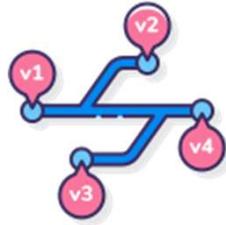
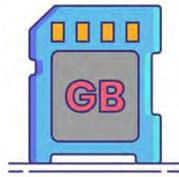
Replayability:

- Every day for hours, once every few days, maybe once a week,...

Difficulty:

- Rage quit, make you mad, occasionally will make you ticked off,...

VR Apps Analysis



Space required (MB, GB).

- Storage limit: 64GB, 128GB, 256GB.

Version.

- Depending on the version some features will be or will not be available, some problems could not appear, the app could have been improved.

In-App Purchases and downloadable content.

- New content for users in addition to the app.

Permissions and Terms of Service.

Developer and Publisher.

Website and Release Date.

Sharing.

- Log into the Quest 2 using your admin account. Select Settings (gear icon) > Accounts > toggle on App Sharing. You can add up to three accounts to an Oculus 2. These secondary accounts can play apps owned by the admin account.



Thank you for
your attention.
Any questions?